

DRAGON+

Matt Mercer talks
Critical Role: Call of
the Netherdeep

Dungeon
Academy:
**No Humans
Allowed!**

2021 HOLIDAY GIFT GUIDE

DUNGEONS & DRAGONS®

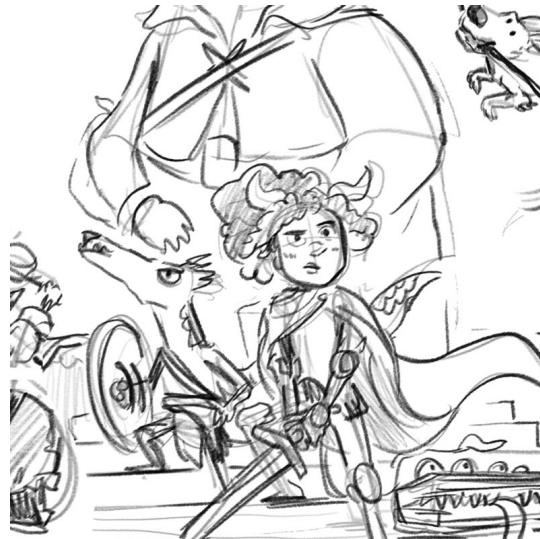
“SWIPE TO THE NEXT PAGE”

ISSUE 40



Welcome to Dragon+ Issue 40

Fizban the Fabulous welcomes
you to our final issue of 2021!



Imagining The Ampersand: Tim Probert

This issue's cover artist on
crafting Katy Perry's Smile and
bringing the void to life during a
pandemic!



Dragon+ 2021



The Write Stuff:

holiday Gift Guide

You have inspiration, thanks to our indispensable guide to holiday gifts!

Madeleine Roux

The Dungeon Academy: No Humans Allowed! author reveals how she went from tracing creatures in the Monster Manual to filling a monstrous school with them.



Critical Role: Call of the Netherdeep

As campaign 3 continues online, players and DMs get another chance to explore Critical Role's rich world.



The Best of the Dungeon Masters Guild

The fey realm opens up to adventurers as the inaugural Dungeon Master Challenge winner discusses his Domain of Delight.



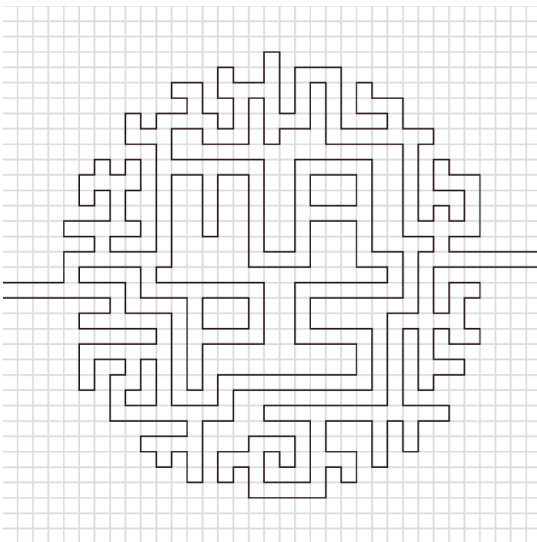
Streaming Highlights

This month we enjoy streams that aid our in-world travels, raise money for great causes, and show the power of co-DMs!



Community Poll: Spellcasting Focus

Revealing fun and unusual spellcasting aids that go beyond the traditional rod, staff, or wand.



Maps (and Art) of the Month

When searching for your next lair, might we suggest a derelict chapel? Or perhaps an



Unearthed Arcana: Travelers of the Multiverse

Introducing a collection of races to playtest for fifth edition

abandoned sea cave? How about the caldera of an active volcano? Take your pick, we have maps of them all!

Dungeons & Dragons.



James Wyatt

The Senior Game Designer of Fizban's Treasury of Dragons offers his tips for landing that dream job in the TTRPG industry.

Next Issue

2022 is coming, and it has cool stuff!



DRAGON+ 40

Welcome to Dragon+ Issue 40

Fizban the Fabulous welcomes you to our final issue of 2021!

Winter Night. Ah, I have so many memories associated with this time of year.

The best ones, of course, are related to Lord Amothus's Yule sour cream walnut cake. Do you know they give these cakes away during Yule at the royal palace in Palanthas? It's worth a special trip. Red winter roses, kingfisher feathers, and tiny golden crowns adorn the whole city at Yuletide, and it's really quite lovely. But the cakes... well, don't take my word for it. Try them yourself!

More than that, this season makes me think of dear friends, heroic stands, and dragons. (Granted, I think about dragons a great deal—probably more than most.) Personally, I'm always quite impressed when adventurers—who, by and large, are on the smaller side of things, no bigger than a dragon hatchling—take heroic stands against dragons. And when the adventurers are also dear friends... well, throw in a sour cream walnut cake and that right there is all the best things about winter in one place.



Fizban

For the sake of your holidays, I perhaps shouldn't encourage you to gather your dear friends and take a heroic stand against evil dragons

this winter. But I can and I will encourage you to gather your dearest friends, feed them Yule cake, and tell stories about heroic stands against dragons. Remember the heroes of the past. Imagine the heroes of the present—the heroes the world needs.

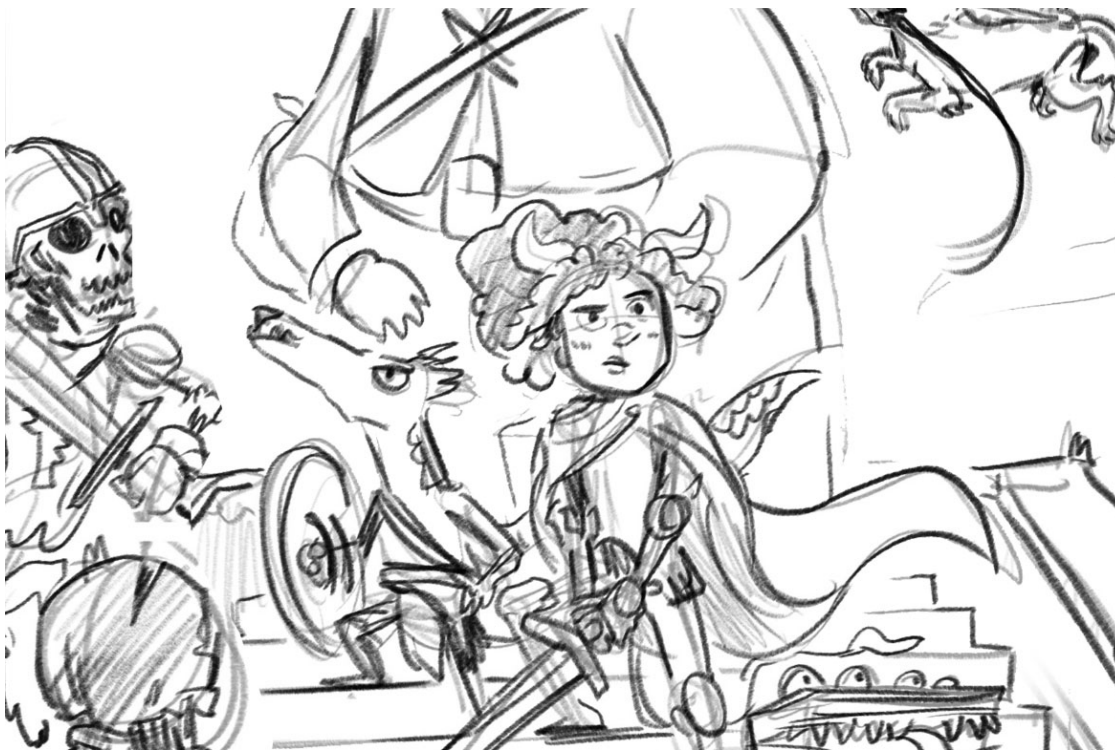
Oh! And speaking of the present, you might also want to give presents to your dear friends. My understanding is that transferring items from one hoard to another helps to facilitate a peculiar kind of magic, with the primary effect of making your dear friends still dearer.

Well! Enough of my nattering. You have plenty of other things to read in this publication, including a great many things—such as a guide to gifts you’d be happy to transfer or receive—that will facilitate the activities I have outlined above.

—Fizban

***Fizban’s Treasury of Dragons* is available now at your local game store, bookstores such as Barnes & Noble, and Books-a-Million, or online at retailers such as Amazon. A digital version is also available at D&D Beyond, Fantasy Grounds and Roll20.**

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Imagining The Ampersand: Tim Probert

This issue's cover artist on crafting Katy Perry's Smile and bringing the void to life during a pandemic!

Tim Probert is in upstate New York, about two hours north of the city on the Hudson River, when we call to chat about his action-packed Issue 40 cover for *Dragon+*. He lives with his wife and two cats, and we're warned that we may be at the mercy of those feline inhabitants. "They'll probably walk in at some point and cause mischief while I'm talking to you," Tim says, revealing that their attitude might

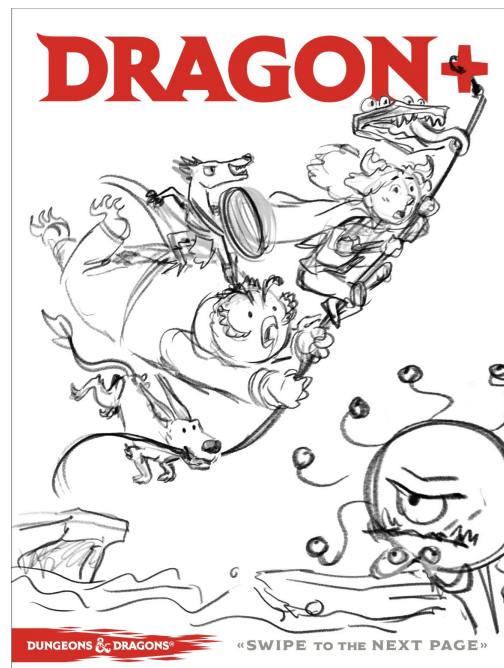


be down to their roles as life models, “the cats make it into a lot of my work.”

Tim’s art has been described as equal parts wonder, magic, and adventure, with a dose of monsters, and the occasional dinosaur (“If I can get a dinosaur in there, it’s a win for everybody.”) Although there are no prehistoric creatures in *Dungeon Academy: No Humans Allowed!*—the book he’s illustrated in collaboration with author Madeleine Roux—its monstrous party members do contain a draconic humanoid.

The images Tim has created for *Dungeon Academy* and our magazine cover are his first pieces for Dungeons & Dragons. Despite that, he has plenty of experience with the world’s greatest roleplaying game, even if he’s never sat at a table with like-minded friends to put that knowledge into practice.

“As a kid I used to read all the Dungeons & Dragons sourcebooks because I loved the images and I enjoyed the act of making characters. So I’m very familiar with the game even though I haven’t actually played it,” he says with a laugh.



(select to view)

“I’d either roll characters and make up my own story for them, or I’d simply read the book by myself. I currently listen to a lot of actual-play podcasts while I’m working, such as *The Adventure Zone*, so I feel as if I play vicariously through other people. I grew up looking at all the wonderful illustrations in Dungeons & Dragons books and on *Magic: The Gathering* cards, so to be a part of this world is really exciting.”

We saw two initial sketches for the *Dragon+* cover. What was the art brief for this project?

The brief was to look at two ideas and see which one worked best.

The first was a more heroic pose, like a *Star Wars* poster. And the other, which we ended up choosing, had the characters swinging across a chasm in a fun way. I added in lots of little details, such as the way Snabla the kobold is standing on Hugo the owlbear as if he's surfing. We also see the dean of the Dungeon Academy, who is a beholder, looking annoyed at them. It was a more lighthearted situation.

What tips would you give other artists looking to create a piece like this?

Definitely create a lot of sketches at the start. I did more than I ended up sending across. Even if the first sketch feels right, I always create extra sketches just to make sure no other good ideas are missed. Or to get the bad ideas out of the way at the beginning. That's how you make sure you've made the right choice.

Did your art have an impact on the characters' development in *Dungeon Academy*?

Initially, to get selected to work on the book, I drew the kobold, Snabla. They loved the character and said they'd like to work with me. At that point, the book was still being written, so they'd ask me to draw an owlbear, a blink dog, and all these different characters. There was a nice little back and forth as we decided which ones would make it in.

How would you describe your art style?

I create a lot of digital work but I still try and make it tactile. I still want it to feel as if it has an organic quality to it, so it's approachable and appealing.

Were you trained as an artist or were you largely self-taught?

I went to Boston University and studied painting. It was a very traditional program that included figure drawing, oil painting, and sculpture, like a French master would have learned. While I was



Dungeon Academy library (select to view)

there, I learned Photoshop at night to figure out what that whole deal was. After I graduated, I worked as an intern at an animation studio and started picking up freelance illustration jobs. I still do both. I've been an art director at an animation studio for six or seven years, and I work on books and illustrations at the weekend.

What's your working process like? Does a physical artwork exist by the end or are you working purely digitally?

It depends on the project and the speed required to create it. My work for the animation studio is almost all digital. The art for *Dungeon Academy* is also created digitally, although I will paint textures and scan them in to overlay them, to give the work a painterly feel. I also try to leave in any happy accidents that occur. But I've been working on a fantasy adventure graphic novel called *Lightfall* and I draw all of those pages in pencil on paper, before scanning them in and painting them digitally. So there are stacks of paper everywhere.

You're the author of *Lightfall*, as well as the illustrator...

Lightfall is the first project where I've had the chance to write and illustrate the entire thing, which was really exciting. It's a full-color graphic novel about Bea, a young girl who lives with her grandfather, who is this scatterbrained pig wizard. She meets a Galdurian named Cad, who is from a race of frog-looking, salamander-esque humanoids believed to be extinct. No-one's seen a Galdurian for 500 years when Bea and Cad run into each other. When her grandfather goes missing, they team up together to search for him.



The Pig Wizard (select to view)

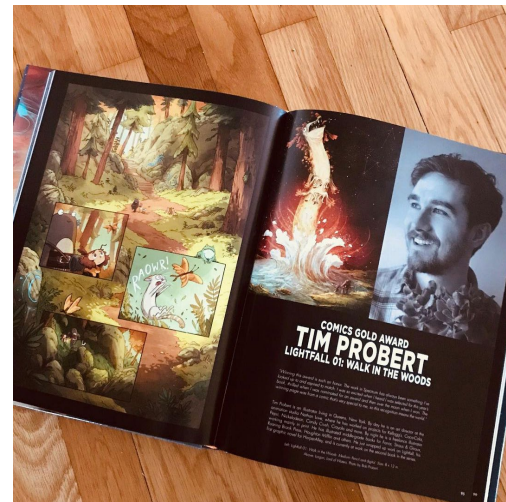
The story takes place in a world where there is no sun. The inhabitants have built these giant balls of light that float in glass spheres in the air and each city is beneath one of these lights. There are only a handful of them, and the rest of the world is completely dark. On their journey, they learn more about the history and the magic of their world.

***Spectrum* magazine, which creates an annual showcase of contemporary fantasy art, included your work in its 2020 book. And they gave you a Gold Award!**

That was mind-melting for me, as I've always looked up to the artists that appear in *Spectrum*. As I began improving as an illustrator, I believed that one day I'd make it in. And when I submitted a page from *Lightfall* for the comic section, I won gold! I have the award on my shelf and it's very lovely.

What does your role as an art director at Aardman Nathan Love animation studio involve?

We make lots of different 2D and 3D animation. It's mostly commercials, with some short films and other projects. As the art director there, I draw a lot. When a pitch comes in, I might create the storyboards, work on character design, or create the style frames to show what the project might look like. If we do win the project, I'll usually either design most of it myself or oversee the other designers who are working on it. The work keeps you on your toes, as the advertising world is very fast-paced.



Spectrum Gold Award (select to view)

You posted examples such as the Katy Perry video for *Smile* on



That was a wild project. It was one of the first things we handled having gone fully remote following the pandemic. We used to work in New York City and we're suddenly scattered all over the place trying to create a really big project. It was a challenge but it was still a lot of fun.

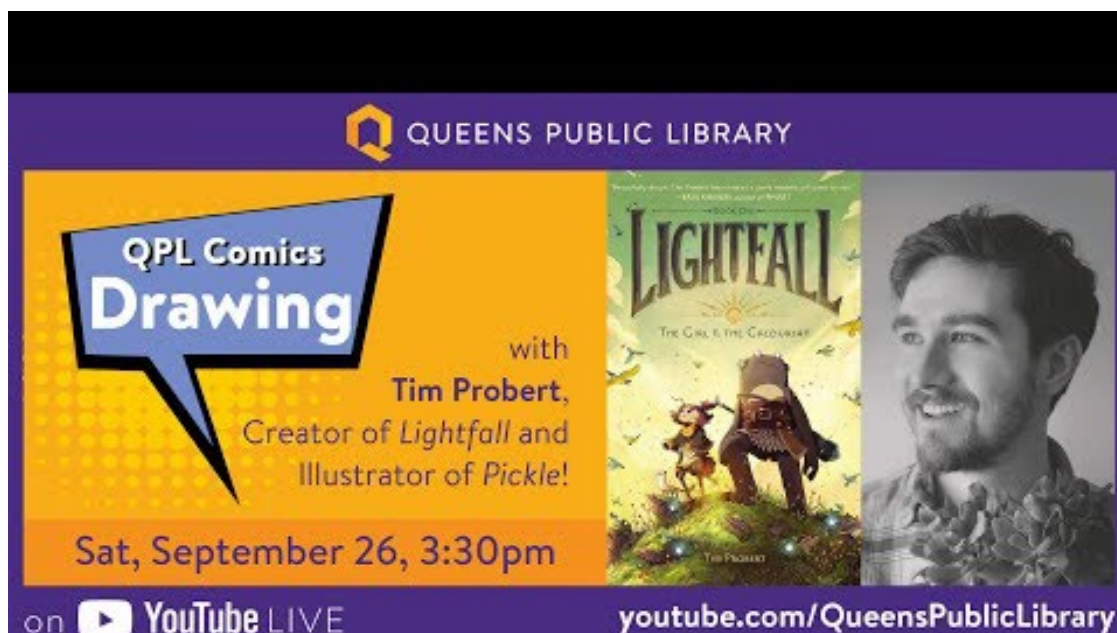
Did you also create the void that came to life in John Oliver's studio on *Last Week Tonight*?

That's one of my favorite animation projects of all the ones I've worked on. *Last Week Tonight* came to us with the idea of this void coming to life but didn't really know what that might look like. I had a day to sketch a bunch of different ideas and they picked one that they loved and then I got to storyboard all those exchanges. They would send over the script and I'd punch it up and add in a few jokes and some visual touches. It was a really great team to work with.



You also took some time during the pandemic to teach people online how to draw as part of the program for the **Queen's Public Library.**

One of the things that I really enjoy doing, especially since so many tutorials are online, is sharing my screen so people can watch the way I draw. And I can answer questions while I'm doing it. I remember as a kid in second grade when someone came and stood in front of the class and did the same. Growing up, drawing for a living seemed like an impossible, pie-in-the-sky goal. But having that person right in front of me doing just that made it seem like drawing for a living was a realistic option. I'd like to be able to show the next generation that they could do it, too.



You haven't played D&D yet, but when you do what character class and race might you choose?

I'd probably be an elf. But I don't know what class I would pick. I feel like I'd want to be sneaky and I'm usually a little bit of a troublemaker whenever I play games. I'd probably be a mischievous rogue.

You can see more of Tim Probert's work on his [official website](#), and connect with him on [Instagram](#) and [Twitter](#).

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AGE 12+

DUNGEONS & DRAGONS

FANTASY ROLEPLAYING GAME

STARTER SET

The ultimate game of your imagination, complete with monsters, magic, and treasure. For 1 or more beginning to intermediate players.

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FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

DUNGEONS & DRAGONS

EXPERT RULEBOOK

DUNGEONS & DRAGONS

A P P A R E L

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DRAGON+



2021

DRAGON+ HOLIDAY GIFT GUIDE 2021



Welcome to the 2021 Dragon+ Gift Guide

You have inspiration, thanks to our indispensable guide to holiday gifts!

Playing Dungeons & Dragons is as much about the game as it is about the time you spend with friends. And it's easy to show your favorite adventurers how much you appreciate their company when the world's greatest roleplaying game has the world's greatest gifts.

Our 2021 holiday gift guide is loaded with ideas, whether your companions are forever DMs building entire worlds or players who turn up with little more than dice and that crucial personality puzzle piece that completes the party. We're here to help you roll a critical success on your gift giving, whatever their level of interest or immersion.

Whether you're shopping for heroes-in-training, experienced quest-takers, collectors, home chefs, book wrymlings, fashionistas, or yourself, this veritable *gift guide of holding* has got you covered!

Swipe or click the arrow to the right to dive right in. Or use one of the links below to make like a tabaxi rogue and sprint to the section of your choice:

[Gifts for \\$25 and Less](#)

[Campaigns & Sourcebooks](#)

[D&D Apparel](#)

Figures & Miniatures

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Jewelry

Plushy Toys

Family Board & Card Games

Home & Lifestyle

Novels, Books & Comics



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DRAGON+ HOLIDAY GIFT GUIDE 2021



GIFTS UNDER \$25

D&D DUNGEON MAYHEM: BASE GAME



Play as one of four characters—barbarian, paladin, rogue, or wizard—battling it out in this fast-paced card game!

Dragon+ says:

The dungeon's been cleared, the baddies are down and the bickering begins. The paladin's convinced that the rogue is stealing all the best loot. The wizard makes a snide remark about the barbarian's IQ. Harsh words are spoken. Swords are drawn. Spells cast. Oh, it's on!"

[READ MORE](#)

US \$14.99 / UK £12.99 / AUSTRALIA \$20.00

D&D STARTER SET

The *D&D Starter Set* is your gateway to action-packed stories of the imagination. This boxed set contains the fundamental rules of the game, plus everything you need to play heroic characters on perilous fantasy adventures.



Dragon+ says:

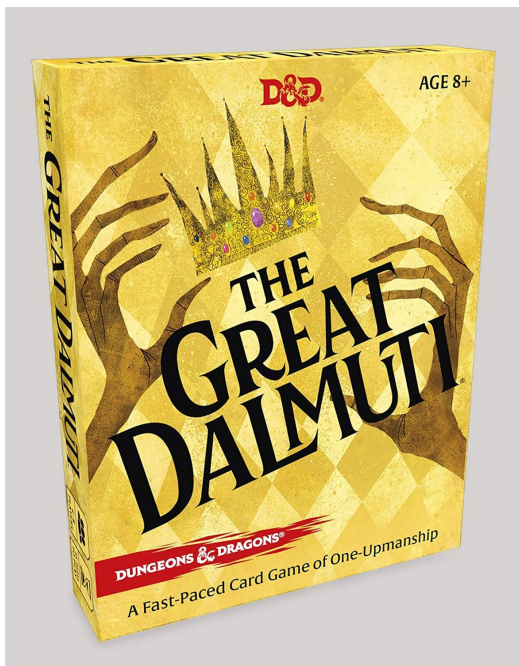
“Not only does the *D&D Starter Set* come in the kind of box that harks back to the early origins of the roleplaying game, it also lives up to its name and includes all the elements you need to start playing.” [READ MORE](#)

US \$19.99 / UK £19.99 / AUSTRALIA \$30.00

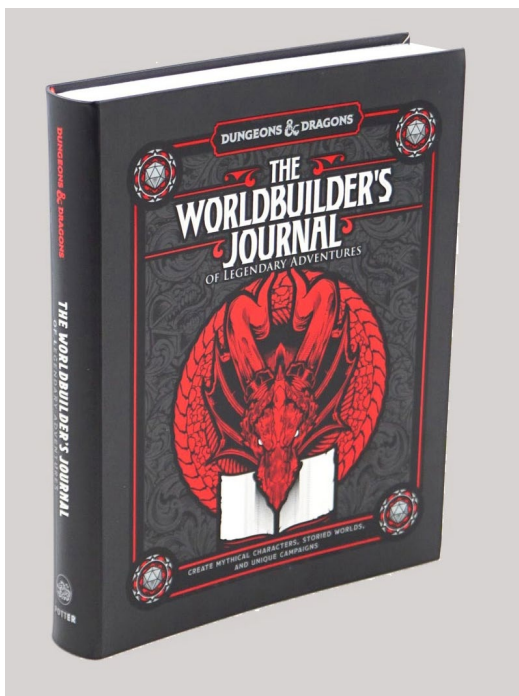
THE GREAT DALMUTI: DUNGEONS & DRAGONS

The classic card game of one-upmanship gets a D&D twist in this beautifully illustrated version.

US \$14.99 / UK £12.99 /
AUSTRALIA \$19.95



D&D WORLDBUILDER'S JOURNAL



A Dungeons & Dragons journal featuring 365 writing prompts to help roleplayers of all levels get their creative juices flowing.

US \$16.99 / UK £16.00 /
AUSTRALIA \$27.95

FIGURINES OF ADORABLE POWER

Roll Initiative for the cutest little monster compendium you've ever seen! UltraPRO's adventurers have quested far and wide to seek out the most ferociously adorable beasts of legend.



Dragon+ says:

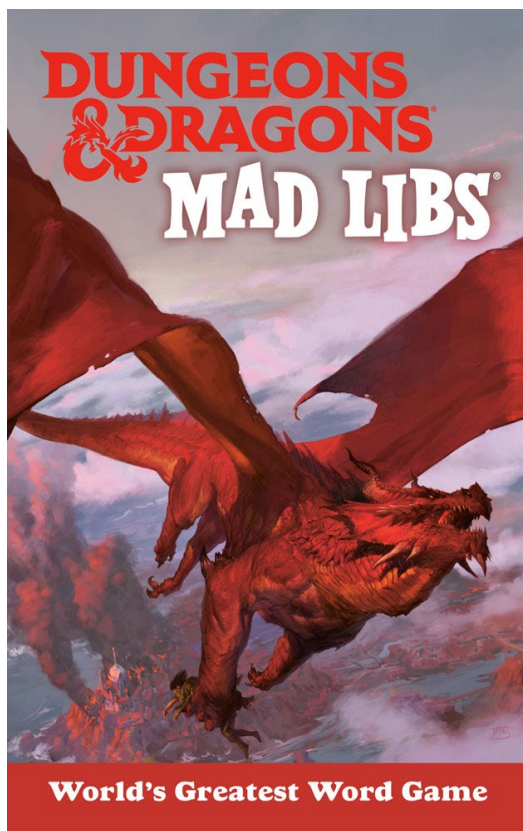
“It could be the ultimate Dungeon Master fake out. The party hears the heavy beat of wings from the sky or thundering footsteps in the forest. As the tension builds a stylized vinyl figure is dropped onto the gaming table. And it’s adorable!”

US \$12.99 / UK £16.00 / AUSTRALIA \$19.99

DUNGEONS & DRAGONS MAD LIBS

The world’s greatest roleplaying game meets the world’s greatest word game!

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RISE OF TIAMAT PUZZLE



This 1,000-piece puzzle featuring the queen of evil dragons poses a monstrous challenge for adventurers across the Realms.

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JADA TOYS DIECAST COLLECTIBLES

Assemble your party with a line of diecast figures that includes popular choices such as human fighter and tiefling cleric, as well as beholder, red dragon and other fan-favorite creatures.



Dragon+ says:

“The beholder has a clear plastic stand that allows it to float above the other figures. And while the dragon has plastic wings, you’re going to realize it’s still a hefty piece of diecast.” [READ MORE](#)

US \$19.99 and up / UK £19.99 and up / AUSTRALIA \$31.95 and up

D&D BEANIE

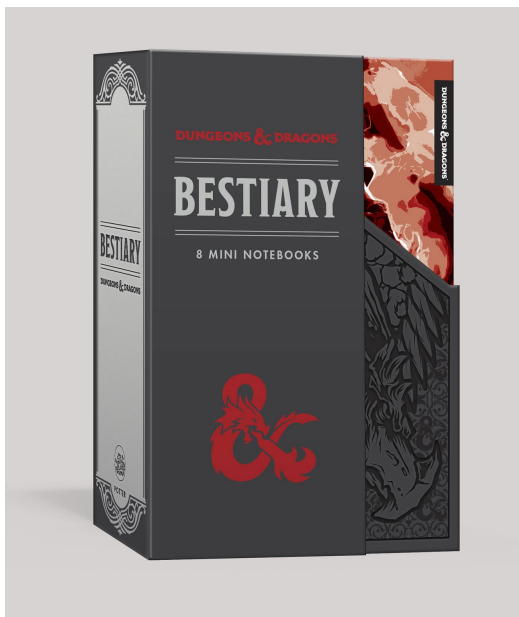


While this ultra-soft beanie won’t protect against the tendrils seeking purchase in your brain, it will keep you warm and make you look great while you fight that mind flayer off.

US \$17.99 / UK £15.99 /
AUSTRALIA \$27.99

D&D BESTIARY MINI NOTEBOOK SET

Pay homage to some of D&D’s most beloved monsters and



creatures with this boxed set of eight pocket-size notebooks.

US \$19.99 / UK £17.99 /
AUSTRALIA \$35.00

HOME GOODS COLLECTION



This home collection for Dungeons & Dragons features fun novelty pillows, pillowcases, hampers, and throws.

US \$9.99 and up

THE BOOK OF HOLDING

This multipurpose keepsake journal with magnetic enclosure and a back pocket stows your ideas, notes, and to-dos. Customizable with five pieces of full-color art, it's ideal for capturing character sketches, formulating campaigns, or organizing your everyday



thoughts.

US \$19.99 / UK £17.84 /
AUSTRALIA \$33.00

FUNKO POP! FIGURES



Collect and display all the Dungeons & Dragons POP! Vinyls—from monsters such as the mind flayer and the mimic to D&D superstars such as Minsc and Boo, Asmodeus, and Strahd.

Dragon+ says:

“Bow before the terrible and powerful visage of... POP! Asmodeus! He may seem like the cutest version of the Lord of the Nine Hells ever created but he still needs to be regarded with suspicion lest he

try to bargain for your soul.” [READ MORE](#)

US \$19.99 and up / UK £19.99 and up / AUSTRALIA \$29.99 and up

DUNGEON ACADEMY: NO HUMANS ALLOWED!



Welcome to Dungeon Academy, where monsters and creatures train for the dark world that awaits just beyond the dungeon walls! But Zellidora “Zelli” Stormclash is a bit... different. She’s the one thing monsters and creatures of the Forgotten Realms fear the most—a human.

US \$12.99 / UK £6.99 / AUSTRALIA \$25.99



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DRAGON+ HOLIDAY GIFT GUIDE 2021



CAMPAIGNS AND SOURCEBOOKS

D&D CORE RULEBOOK GIFT SET



This boxed set contains everything you need to create and play adventures of your own in the world's greatest roleplaying game! An amazing gift for new gamers or as a treat to yourself if you need to refresh your well-used copies, it includes the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, as well as an attractive DM screen. Comes in original or alt-cover versions.

US \$169.95 / UK £128.99 / AUSTRALIA \$209.99

D&D STARTER SET

The *D&D Starter Set* will have



you and your friends playing heroic characters in action-packed fantasy stories in no time.

Alongside the fundamental rules of the game, the box contains five pre-generated character sheets, the *Lost Mine of Phandelver* adventure, and a set of dice.

US \$16.99 / UK £16.99 /
AUSTRALIA \$30.00

D&D ESSENTIALS KIT



The *D&D Essentials Kit* contains a newly designed rulebook teaching you how to make great characters and the thrilling adventure *Dragon of Icespire Peak*. It also introduces a new 1-on-1 rules variant, giving you everything you need to run a D&D game with one Dungeon Master and from one to five adventurers.

Dragon+ says:

“*Dragon of Icespire Peak* presents an iconic D&D threat: a white dragon that has moved into the region and upset the natural

balance, causing distress among settlers and driving other monsters out of their habitats,” D&D Game Design Architect, Chris Perkins, tells *Dragon+*. “The quest-based structure makes the adventure easy for DMs to run, and each adventure location can be fully explored in one or two game sessions.” [READ MORE](#)

US \$24.99 / UK £24.99 / AUSTRALIA \$34.95

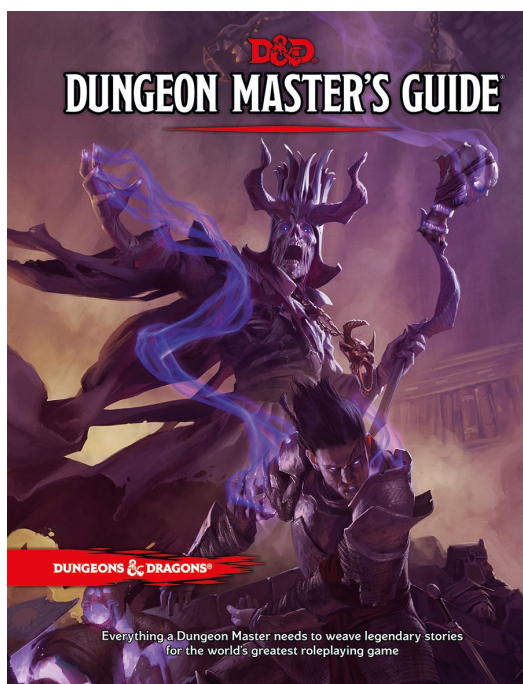
PLAYER'S HANDBOOK



The essential reference every D&D player needs to create heroic characters using the most iconic D&D races and classes.

US \$49.95 / UK £41.99 /
AUSTRALIA \$59.95

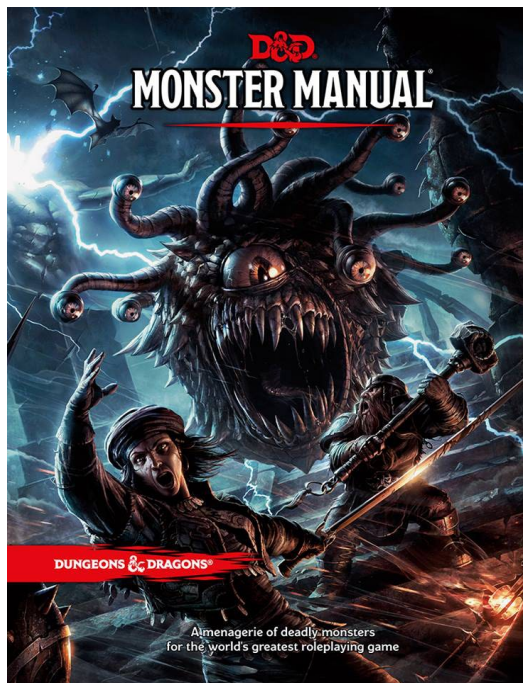
DUNGEON MASTER'S GUIDE



Everything a Dungeon Master needs to spark imagination and create worlds of adventure for their players to explore and enjoy.

US \$49.95 / UK £41.99 /
AUSTRALIA \$59.95

MONSTER MANUAL



Meet a horde of classic D&D creatures—including dragons, giants, mind flayers, and beholders—for Dungeon Masters to challenge players and populate their worlds.

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PRE-ORDER!

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Embark on a journey with the rival wizards Tasha and Mordenkainen and the crime lord Xanathar. Learn new secrets and discover magical new ways to play the world's greatest roleplaying game. Crafted for DMs and players alike, this collection brings together all the fifth edition

rules expansion books in one set, complete with a beautiful new Dungeon Master's screen.

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THE WILD BEYOND THE WITCHLIGHT



Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven.

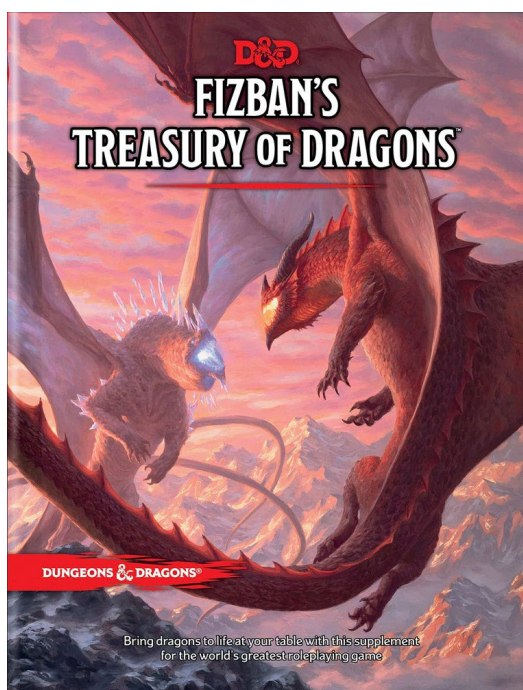
Dragon+ says:

“The ‘lost things’ story hook uses the idea that when their characters visited the Witchlight Carnival as children, something was taken from them. When that traveling show returns, they see this as their chance to get that lost item back. What they lost might be something immaterial like their artistic creativity, or it could be something tangible like a beloved toy.” [READ MORE](#)

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FIZBAN'S TREASURY OF DRAGONS

Meet Fizban the Fabulous: doddering archmage, unlikely hero of the War of the Lance, divine avatar of a dragon-god, and your



guide to the mysteries of dragonkind in the worlds of Dungeons & Dragons. Discover how dragons embody magic across the worlds of D&D and how you can bring them to life at your table in this quintessential reference guide.

Dragon+ says:

“You might think that the standard collective noun for dragons is

either a flight of dragons, a weyr of dragons, a school of dragons, or a wing of dragons. Well, Fizban the Fabulous has so much valuable information to share with you about these unique creatures that ‘treasury’ of dragons is the only description that properly captures it. Because once you begin to measure the impact dragons have on D&D, you realize they touch every facet of the game.” [READ MORE](#)

US \$49.95 / UK £41.99 / AUSTRALIA \$59.95

STRIXHAVEN: A CURRICULUM OF CHAOS

The greatest minds meet at Strixhaven University, a fantastical setting drawn from the multiverse of *Magic: The Gathering*. Professors convey wondrous secrets to eager students, and life on campus is frenetic for those studying in each of its five colleges. But danger lurks even here. Campus hijinks



mix with mishaps and sinister plots, and it's up to you to save the day.

Dragon+ says:

“It’s both a sourcebook and an adventure, similar to *Mythic Odysseys of Theros* and *Guildmasters’ Guide to Ravnica*,” Project Lead Amanda Hamon tells *Dragon+*. “It includes four chapters of adventure content—almost two-thirds of the book—set nearly exclusively on the campuses of Strixhaven.” [READ MORE](#)

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CANDLEKEEP MYSTERIES

Candlekeep Mysteries is a collection of seventeen stand-alone D&D modules designed for characters of levels 1-16. Each tale begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. Dare you cross that threshold?

Dragon+ says:

“Candlekeep attracts scholars like a flame attracts moths. Historians,



sages, and other seekers of knowledge flock to this library fortress for one reason: its vast collection of books. But great books hide their secrets well. None more so than the tomes catalogued in *Candlekeep Mysteries*, each one a doorway to adventure.” [READ MORE](#)

US \$49.95 / UK £41.99 / AUSTRALIA \$59.95

VAN RICHTEN’S GUIDE TO RAVENLOFT

Dungeon Masters and players might be most familiar with Barovia, an infamous location within Ravenloft, having campaigned against its vampire ruler Count Strahd von Zarovich. Yet every possible flavor of horror combines to make up Ravenloft’s many Domains of Dread, scratching an itch no matter what form of terror you seek.

Dragon+ says:

“Dungeons & Dragons has always been a horror game,” Design Lead F. Wesley Schneider tells *Dragon+*. “Grabbing a sword, going into a creepy hole full of monsters, and not knowing whether you’re going to come



back out alive—that’s absolutely a horror story.” [READ MORE](#)

US \$49.95 / UK £36.49 /
AUSTRALIA \$59.99

CURSE OF STRAHD REVAMPED

Unearth the terror of Ravenloft in this collector’s edition, including everything a Dungeon Master needs to run this beloved adventure.



Dragon+ says:

“If you’re going to make a box for *Curse of Strahd*, it has to be a coffin,” says Chris Perkins. [READ MORE](#)

US \$99.99 / UK £78 / AUSTRALIA \$120.00

BEADLE & GRIMM’S PREMIUM EDITIONS

The fine folk at Beadle & Grimm’s sell boxsets that add high-end items (such as maps, handouts, jewelry, and other play aids) to the already enchanting Dungeons & Dragons adventures. While their top-line products are limited-edition and sell out, never to be replicated, its artificers do create Silver, Gold, and Legendary versions of those boxes that are always available for purchase. Players and DMs can enjoy Silver versions of *The Wild Beyond the Witchlight*, *Fizban’s Treasury of Dragons*, *Van Richten’s Guide to*

Ravenloft, and *Baldur's Gate: Descent into Avernus*, as well as the Gold Edition of *Eberron: Rising from the Last War*, and the Legendary Edition of *Curse of Strahd*.



Dragon+ says:

“Beadle & Grimm’s fantastical D&D boxes never fail to amaze. Stacked with goodies, their unique items take the immersion of an adventure to the next level—and the company’s first Legendary Edition, further ennobling *Curse of Strahd*, is no exception.” [READ MORE](#)

US \$175.00 and up / UK £140.00 and up / AUSTRALIA \$241.00 and up



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D&D APPAREL

CROCS D&D JIBBITZ CHARMS



Proudly display your fandom with this amazing set of D&D charms for Crocs. They're mounted on a post to easily pop into the holes of your favorite pair of Crocs shoes. Start personalizing today!

US \$24.99 / UK £16.99

D&D T-SHIRT CLUB SUBSCRIPTION



Discover hidden treasure and add a little magic to your wardrobe with an officially licensed tee from the Dungeons & Dragons T-Shirt Club. Each monthly delivery includes a single D&D shirt, available for men, women, and kids.

US \$17.99 per box

80S TEES

D&D is always in fashion with this collection of stylish tees and hoodies. Kick it old-school and bring back memories of '80s Saturday mornings or enjoy classic creature and product art from that prolific era.



Dragon+ says:

“Saturday morning cartoons were a staple in most households in the ’80s. They inspired imaginations and creativity. We went heavy on the cartoon tees for the initial launch of our Dungeons & Dragons range,” says Gary G., Creative Director at 80sTees.com. “We always try to give our products more of a vintage look and there are so many classic images that translate to cool vintage tees—from book covers and internal pages to action-figure packaging. The amount of D&D art is endless.” [READ MORE](#)

US \$39.99 and up / AUSTRALIA \$54.00 and up

D&D BEANIE

Stay warm in this ultra-soft



beanie! The 58cm marled-knit hat easily accommodates most head sizes, so you won't have to attune to it to get it to fit.

US \$17.99 / UK £15.99 /
AUSTRALIA \$27.99

HEROES AND VILLAINS: D&D COLLECTION



This D&D clothing collection is a treat for every part of your body—from the snapback trucker hat on your head all the way down to the socks on your feet. For everything in between, there's a treasure hoard's worth of T-shirts, button-down shirts, bandanas, jackets, and hoodies.

US \$18 and up

FOR FANS BY FANS D&D COLLECTION



Come for the stunning beholder hoodie and stay for incredible designs that take in everything from colorful ampersands to incredibly subtle black-on-black logos.

Dragon+ says:

“A beholder, a mind flayer, a displacer beast, and a tarrasque walk into a room... No, this isn’t the start of some awful bardic dad joke. It could be you and your friends if you get your hands on For Fans By Fans’ epic *Magic: The Gathering*/D&D crossover collection.”

US \$25.00 and up

MODERN ICONS SWORDS SET: ICINGDEATH AND TWINKLE



Take your Drizzt Do'Urden cosplay to the next level with this 1:1 replica sword set. The design of *Icingdeath* and *Twinkle* is based on the famous magical scimitars that were forged by the elves of old and have helped Drizzt win many battles. The collector-style box also includes a scabbard for each sword.

US \$129.99

ZAVVI D&D APPAREL AND ACCESSORIES COLLECTION



This extensive range of tees and hoodies will bring dragon-sized smiles to those faces once the wrapping paper is torn off.

US \$20.00 and up / UK £14.99 and up
/ AUSTRALIA \$27.00 and up

DEATH SAVES

Actor Joe Manganiello isn't the only D&D celebrity associated with the Death Saves brand. You'll find legendary lich Vecna, famed wizard Raistlin, infamous wizard Kelek, and Demon Prince of

Undeath Orcus on the company's apparel, alongside D&D creatures such as beholders and death knights. All of which could, aptly, have you rolling Death Saves if you meet them in game.



Dragon+ says:

“Most of our artwork is original,” Joe Manganiello tells *Dragon+*.

“We work with a wide range of artists from around the globe and commission them based on their various strengths and styles to create wearable art. That said, we are serious historians in terms of old-school fantasy, horror, and science fiction. You’d be hard-pressed to find a piece of art in

any of those categories that has somehow slipped by us.” [READ MORE](#)

US \$35.00 and up



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FIGURES AND MINIATURES

D&D ICONS OF THE REALMS: GARGANTUAN TIAMAT



It's unwise to ignore five-headed draconic goddess Tiamat. Not that you'll have the option when this figure stands at more than 14 inches tall, with a wingspan more than 28 inches long, easily making this the centerpiece of your hoard of miniatures.

Dragon+ says:

“Check out Fizban the Fabulous’ *Welcome Letter* this issue for your chance to win a Gargantuan Tiamat figure courtesy of WizKids!”

[READ MORE](#)

US \$419.99 / UK £399.99 / AUSTRALIA \$679.99

DRIZZT & GUENHWYVAR PREMIUM ACTION FIGURE

Add one of the most popular and recognizable Dungeons & Dragons characters (and his faithful companion) to your collection with this action figure pack. These 6 in. reproductions of R.A. Salvatore's drow hero Drizzt Do'Urden and astral panther Guenhwyvar feature multiple points of articulation, additional Drizzt heads and hands, as well as iconic, fan-favorite items such as the *Horn Charm of Mielikki*, scimitars *Twinkle* and *Icingdeath*, and the *figurine of wondrous power* that summons Guenhwyvar.



Dragon+ says:

“Since this character is an extremely active warrior, we made sure he has a full range of motion for action poses,” says Melissa Jones, Senior Designer at Hasbro. “We wanted to capture those moments with the range of articulation, as well as adding movement to the sculpture of his flowing hair, cape, and warrior grimace as he leaps to attack.” [READ MORE](#)

US \$39.99

D&D ICONS OF THE REALMS: THE WILD BEYOND THE WITCHLIGHT



The Witchlight Carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. And you can bring the carnival itself to life, as well as the characters you’ll find when you step through that gateway, thanks to WizKids’ range of figures and sets. The Witchlight Carnival Premium Set contains iconic characters such as Mister Witch, Mister Light, Thaco the clown, displacer beast Dirlagraun, and merfolk Palasha (plus her sideshow tank). A Swamp Gas Balloon Premium Set helps your players explore the wonders of Prismeer, while the forces of good and evil (Valor’s Call led by Strongheart, and League of Malevolence led by Warduke) can also join your tabletop thanks to their Starter Sets.



Dragon+ says:

“Every Dungeons & Dragons adventure introduces colorful characters. Whether you’re befriendng Slobberchops and Lulu in *Baldur’s Gate: Descent Into Avernus* or looking for a potential ally in Gadof Blinsky in *Curse of Strahd*, you’re in good company. With a carnival chock full of characterful employees acting as the gateway to the faerie-filled Feywild beyond, expect to meet an equally rich cast in *The Wild Beyond the Witchlight*. And the artificers at WizKids have the joy of bringing them to further life.” [READ MORE](#)

US \$29.99 and up / UK £29.99 and up / AUSTRALIA \$49.95 and up

FIGURINES OF ADORABLE POWER



UltraPRO's range of collectibles assembles the cutest little monster compendium you've ever seen, with the flumph, owlbear, red dragon, mimic, gazer, giff, bulette, black dragon, goblin, and roper getting the chibi treatment!

US \$12.99 / UK £12.99 / AUSTRALIA \$19.99

ORCUS, DEMON LORD OF UNDEATH PREMIUM FIGURE



Suitably statuesque, this huge figure stands on an impressive 100mm base, as befits a bestial creature who also holds the title Blood Lord.

US \$83.99 / UK £79.99 / AUSTRALIA \$119.99

DRIZZT AND THE COMPANIONS OF THE HALL



Gale Force Nine brings R.A. Salvatore's Companions of the Hall to life as a set of six resin models sculpted by Roy Gabriel. The drow ranger's long-serving friends and allies—dwarf Bruenor Battlehammer, archer Catti-Brie, barbarian Wulfgar, and halfling Regis—stand alongside Drizzt and his panther Guenhwyvar, ready for action!

US \$50.00 / UK £40.00 / AUSTRALIA \$79.99

D&D ICONS OF THE REALMS: CURSE OF STRAHD



The most famous Domain of Dread in all of Ravenloft plays host to many powerful and interesting beings. WizKids' four Curse of Strahd Premium Box Sets bring them to your tabletop as highly detailed miniatures. The Legends of Barovia set includes such luminaries as Strahd von Zarovich, Madam Eva, Rudolph van Richten, and Baba Lysaga; the Covens & Covenants set adds Morgantha, Bella Sunbane, and The Abbot, among others; while the Denizens of Barovia and Denizens of Castle Ravenloft sets include important figures such as Gadof Blinsky, Ireena Kolyana, Anastrasya Karelava, and Emil Toranescu.

US \$41.99 each / UK £39.99 / AUSTRALIA \$69.99

JADA TOYS DIECAST COLLECTIBLES

Assemble your party with a line of diecast figures that includes a beholder, red dragon and other fan-favorite creatures, as well as popular choices such as human fighter and tiefling cleric.



Dragon+ says:

“Many and varied are the physical objects that have represented Dungeons & Dragons characters and creatures since the game first launched in 1974. Bottle caps, tokens, jellybeans, LEGO models and an array of random items have populated our fantasy worlds over the years (not to mention the dime store toys, whose role led to their

canonization in the game). If you're looking to ditch stand-ins and offer your players high-quality miniatures that feel weighty, diecast modelmaker Jada Toys has your back.” [READ MORE](#)

US \$19.99 and up / UK £19.99 and up / AUSTRALIA \$31.95 and up

FUNKO POP! FIGURES



Collect and display all the Dungeons & Dragons POP! Vinyls—from monsters such as the mind flayer, mimic, and gelatinous cube, to D&D superstars such as Minsc and Boo, Asmodeus, Xanathar, and Strahd.

US \$19.99 and up / UK £19.99 and up / AUSTRALIA \$29.99 and up

D&D ICONS OF THE REALMS: THE YAWNING PORTAL INN



Assemble a diorama to bring Waterdeep's Yawning Portal to raucous life on your tabletop. This set features all the landmark pieces from the famous tavern, including the renowned dry well to lower your party into Undermountain!

US \$367.49 / UK £349.99 / AUSTRALIA \$529.99

D&D ICONS OF THE REALMS: TENT-TOWNS, THE LODGE, AND ACCESSORIES

Populate your landscape with WizKids' papercraft buildings, including removable roofs to reveal playable space inside for use with minis! Additional sets of accessories (such as Bars & Tables and Beds & Bottles) can be used to populate any setting on your tabletop, and work particularly well when decorating



the upper floors of the Yawning Portal Inn.



US \$15.99 and up / UK £15.99 and up / AUSTRALIA \$29.95 and up



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D&D GAMING ACCESSORIES

THE WITCHLIGHT CARNIVAL: DICE AND MISCELLANY



Those planning a night out at the Witchlight Carnival should arm themselves with as much information as they can about this unusual attraction. This set contains a beautifully illustrated, double-sided map, featuring the carnival on one side and concept art on the other. Meanwhile, 19 double-sided reference cards offer player-friendly descriptions and illustrations of characters, creatures, games, and other features the players might encounter. There are also eleven dice for all your roleplaying needs—two d20s for rolling with advantage

and disadvantage, one d12, two d10s for percentile results, one d8, four d6s for rolling Ability Scores, and one d4. The durable, felt-lined box also functions as two dice trays.

US \$29.99 / UK £21.59 / AUSTRALIA \$45.00

THE WILD BEYOND THE WITCHLIGHT TABLETOP ACCESSORIES



Gale Force Nine has the navigation tools you need to take adventurers from the Witchlight Carnival to Prismeer, a Feywild Domain of Delight. The inside of the Witchlight DM Screen contains information on the features that make Feywild domains so treacherous and unique. And the Witchlight Map Set has five high-quality vinyl maps, which are ideal for tracking the party's progress during the campaign. With representations of the Witchlight Carnival, the Domain of Prismeer, and smaller maps of Hither, Thither & Yon, they're ideal to help adventurers explore.

US \$15.00 and up / UK £10.95 and up / AUSTRALIA \$29.95 and up

CURSE OF STRAHD TAROKKA DECK



The Tarokka Deck is a must-have accessory when you seek adventure within Castle Ravenloft in the dark lands of Barovia. The cards are especially useful in the fifth edition D&D adventure *Curse of Strahd*, where you'll receive a reading at the shadow-choked table of Madam Eva. Her predictions regarding your interactions with Count Strahd Von Zarovich are laced with dread indeed!

US \$9.99 / UK £10.50 / AUSTRALIA \$17.95

BEADLE & GRIMM'S PREMIUM ACCESSORIES



While the most exclusive pieces crafted for Beadle & Grimm’s premium boxes will only ever appear in those releases, some goodies are available to purchase as single items. We can bear witness to the effect that thunking a hefty soul coin down onto the table has on those holidaying in Avernus. And there’s no better way to boost the enthusiasm of a group on a heist mission than by giving them a taste of the very dragons they’re searching for. Barovian coins may have the opposite effect, as they’re honored wherever nightmares are traded—spend Strahd’s grim visage wisely!

US \$20.00 and up / UK £16.00 and up / AUSTRALIA \$28.00 and up

D&D HEAVY METAL DICE



Send a rumble through the Realms using these weighty zinc alloy dice. A regular set includes a d4, d6, d8, d10, d12, d20, and a percentile die, while two additional d20s and four d6s are sold separately to really wobble your table.

US \$14.99 and up / UK £15.99 and up / AUSTRALIA \$19.95 and up

D&D DEATH SAVES DIE



In Dungeons & Dragons, the death saving throw determines whether you creep closer to your demise or hang onto life. Put your fate in the hands of this boulder of a die forged by the smiths at Norse Foundry! Rolling a 10 and above is represented by the official Dungeons & Dragons ampersand, while the Death Saves smoking skull pushes you a step nearer to the afterlife. Rolling a natural 20 (you gain one hit point!) is represented by the ampersand on the gold field, while a natural 1 (two fails!) is the smoking skull on gold. And if you look closely, one of the skulls is floating above a gold dot, representing a roll of 9 + a *ring of protection*.

US \$35.00

DUNGEONS & DRAGONS DICE TOWER

Inspired by David A. Trampier's art, this three-dimensional dice tower mimics the cover of the first edition *Player's Handbook*. Insert



any standard D&D dice into the removable head topper to roll them—dice not included.

US \$49.99

MINI DICE DUNGEON



Do your dice consistently roll critical fails? Do you need a way to give them a time-out when they put your party in danger? Keep your aberrant math rocks in-line with this official Dungeons & Dragons Mini Dice Dungeon! Its green glow comes from an LED light within. As part of the package, you get a translucent d20 and a mini-book of advice on the basics of dice care so it doesn't turn against you.

US \$12.95 / UK £9.99

FOR FANS BY FANS DICE BAGS

You're going to need somewhere to store all of those marvelous dice and the designers at For Fans By Fans have some of the most inventive bags ever to hold a die. Choose from the plushy Dragon's Hoard Dice Bag (which also has a blue dragon variant), or the Gelatinous Cube Dice Bag that's channeling '90s pencil cases.

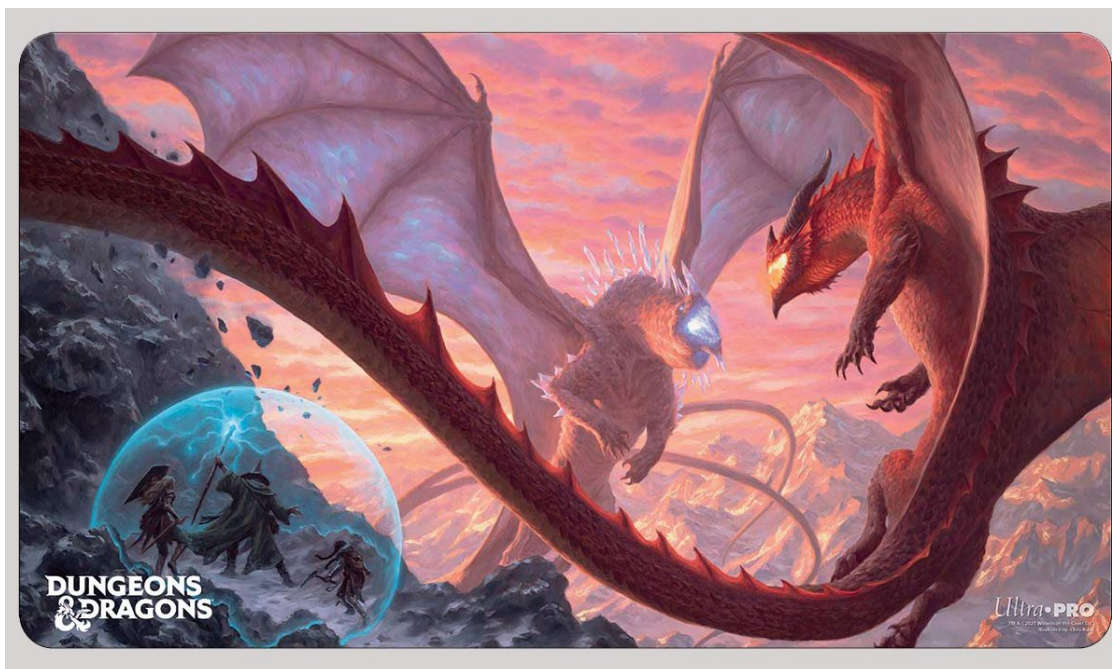


Dragon+ says:

“I had a lot of fun trying to incorporate some of the more uncommon but still iconic races as victims of the Gelatinous Cube Dice Bag. You can see tiefling horns on there, as well as tusks from an orc or half-orc,” says Canadian artist Quietsnooze, also known as Vanessa Stefaniuk. “I’ve also put my minis inside and it looks like they’re all pre-melts before the cube dissolves them!” [READ MORE](#)

US \$18.00 and up

D&D ART PLAYMATS



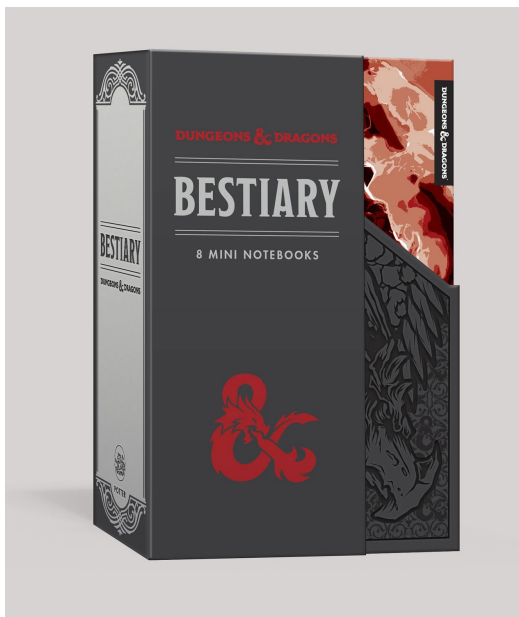
Protect your tabletop and the premium goodies you have on top of them with these UltraPRO playmats. The range includes art from D&D book covers all the way up to the recent *Fizban's Treasury of Dragons*, as well as key characters such as Strahd.

US \$21.99 / UK £21.99

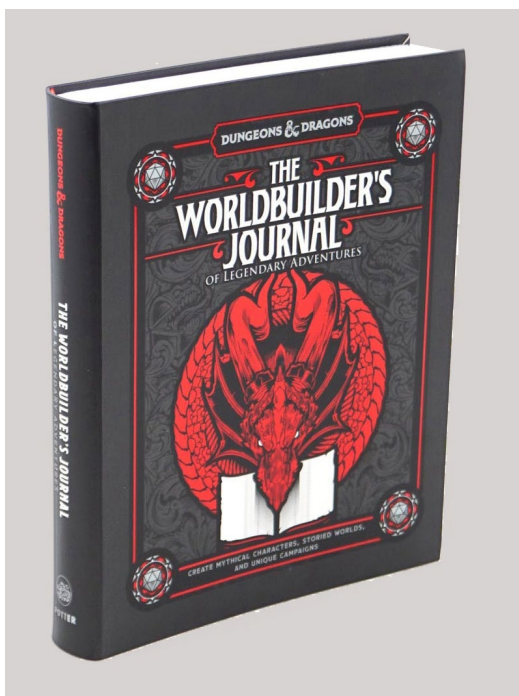
D&D BESTIARY MINI NOTEBOOK SET

Pay homage to some of D&D's most beloved creatures with this boxed set of eight pocket-size notebooks.

US \$19.99 / UK £17.99 /
AUSTRALIA \$35.00



D&D WORLDBUILDER'S JOURNAL



A Dungeons & Dragons journal featuring 365 writing prompts to help roleplayers of all levels get their creative juices flowing.

US \$16.99 / UK £16.00 /
AUSTRALIA \$27.95

THE BOOK OF HOLDING

This multipurpose keepsake journal with magnetic enclosure and a back pocket stows your ideas, notes, and to-dos. Customizable with five pieces of



full-color art, it's ideal for capturing character sketches, formulating campaigns, or organizing your everyday thoughts.

US \$19.99 / UK £17.84 /
AUSTRALIA \$33.00



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D&D JEWELRY

AR PINFINITY D&D COLLECTION



Pinfinity's premium hard-enamel pins bring your favorite fandoms to life with animation, sound, and interactive experiences. Scanning any of the Dungeons & Dragons-themed pins using the free mobile app makes them pop on the screen of your phone. As the face of the

collectible pin badge becomes a viewing platform, you can enjoy art from D&D lore, synced to music performed by Midnight Syndicate. A deluxe set of 12 pins celebrating each of the D&D classes (costing \$139.99) is also available in an exquisite numbered box. Watch the video [here](#)...

US \$14.99 and up / UK £11.00 and up

DUNGEONS & DRAGONS PENDANT



Metallic dragons come in many flavors, but the pewter dragon is a real rarity. This stunning antiqued pewter D&D dragon ampersand is hand-crafted by the artisans at Alchemy of England and comes packaged in a Dungeons & Dragons-branded drawstring pouch for extra sophistication.

US \$29.00

FANATTIK D&D LIMITED EDITION PREMIUM PIN BADGE



Can you put a number on a pin badge with this gnarly a mimic as its subject? Fanattik has, releasing just 9,995 of these individually numbered embossed enamel pin badges worldwide.

US \$13.99 / UK £9.99 / AUSTRALIA \$18.99

BEADLE & GRIMM'S D&D WEARABLES



If you're looking to add an extra level of immersion to your D&D game, some of the items Beadle & Grimm's makes are as relevant to the storyline as they are stylish to wear. The premium adventuring company even makes some of these trinkets available to purchase as individual pieces (although its most exclusive additions only ever appear in its high-end boxes). Whether you're showing allegiance to an ancient order of mages bent on control of the North, appeasing the Shark God so he won't eat you next time you take a dip, or sporting the Holy Symbol of Ravenkind like the good-hearted faithful of Barovia, you'll be well dressed.

US \$20 and up / UK £16 and up / AUSTRALIA \$28 and up

FOR FANS BY FANS D&D WEARABLES

The creators at For Fans By Fans design officially licensed gear for the people who love it the most. To be worthy of this devotion, there's real attention to detail in the D&D wearables you'll find on its

site. Whether it's the stained-glass effect on its Gelatinous Cube Pin (capturing the see-through essence of this dungeon Roomba), the interlocking creatures that make up the Ampersand Mega Pin, or the adorable monster Mini Pin Set.



Dragon+ says:

“The key to taking a creature and making it look cute and non-threatening is to focus on round shapes, because it makes everything seem less dangerous in general. Round shapes and big eyes help give creatures personality. The cutest form of most things is a baby and while babies are not very round, there’s a kitten-esque feel to the four creatures in my Dungeons & Dragons Mini Pin Set,” artist Christa Diehl tells *Dragon+*. [READ MORE](#)

US \$15 and up

DEATH SAVES D&D JEWELRY



Death Saves' love of fantasy, sci-fi and heavy metal art is baked into every one of the items it sells. And that includes its pins, rings, and pendants. The Beholder Pin is at the more affordable end of its price range, although no less fierce for that. But if you've got dragon-hoard gold to drop, check out the Mind Flayer Pendant and matching Ring at \$500 and \$750 respectively.

US \$15 and up



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D&D PLUSHY TOYS

D&D PHUNNYS



Made from super-soft materials, this range of Phunny Plushes by Kidrobot features your favorite Dungeons & Dragons creatures. Marvel at the mimic, snuggle the snowy owlbear, and fiddle with the fully poseable tentacles and eyestalks of the displacer beast and

beholder!

US \$14.99 each / UK £11.00 each / AUSTRALIA \$20.00 each

FOR FANS BY FANS PLUSHES

Tradition dictates that beauty is in the eye of one of these plushes. But we think they're both gorgeous—as well as being very soft and squishy and ready for all your nestling needs.



Dragon+ says:

“I love that the eyeballs at the end of the stalks are so round,” says Shana Targosz, the professional costume designer for stage and screen who designed the Beholder Plush. “They can be used to hang up the beholder so it appears as if it’s hovering, like a super-cute but

super-threatening monster to fight or cuddle!” [READ MORE](#)

US \$18.00 each

BEADLE & GRIMM’S YETI TYLE PLUSHY



Beadle & Grimm’s skipped *Icwind Dale: Rime of the Frostmaiden*’s snowy owlbears and instead brought the yeti tyke to life as an adorable plushy. It’s bound to get a chorus of coos from the players, until it attacks!

US \$20 / UK £16 / AUSTRALIA \$28 each

ULTRA PRO GAMER POUCH DICE BAGS



What with all the dice, gaming tokens, figures, and other items that can be part of Dungeons & Dragons, it's handy to have a way to carry all that paraphernalia around. And if it's made of soft plush material and looks super-sweet, what's not to love? UltraPRO's range of plushy gamer pouches includes a bag of holding, an owlbear, a snowy owlbear, a mimic, a mind flayer, a red dragon, and last (but unless you enjoy being disintegrated by eye rays, definitely not to be described as least) Xanathar.

US \$15.99 each / UK £14.99 each / AUSTRALIA \$20.00 each



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FAMILY BOARD GAMES AND CARD GAMES

ADVENTURE BEGINS

Experience Dungeons & Dragons at a simplified level with this easy-to-play board game! *Adventure Begins* introduces concepts and core tenets that are familiar to D&D players, as characters work together to battle monsters, overcome challenges, and weave their own stories. Its inclusive nature allows any member of the family to embrace their inner hero and face down the kraken, fire giant, beholder, or green dragon in the final showdown!



***Dragon+* says:**

“Kids are masters of storytelling. They battle monsters under the kitchen table, see the garden as a fantastical labyrinth, and play ghoulish gatekeeper to the treasures under the bed. They’re ideal D&D party members. The board game *Adventure Begins* aims to pique the interest of those still young enough to see dragons in the shadows on their bedroom walls by ingeniously condensing the key elements of fifth edition D&D into a game that’s easy to setup and quick to play.” [READ MORE](#)

US \$24.99 / UK £25.99 / AUSTRALIA \$52.99

MAGIC: THE GATHERING ADVENTURES IN THE FORGOTTEN

REALMS

The rich fantasy worlds of Dungeons & Dragons and *Magic: The Gathering* finally (**officially!**) collide in a set that includes fan-favorite characters such as Drizzt Do'Urden, deadly foes such as Tiamat, delves into classic dungeons, and—of course—legendary dragons!



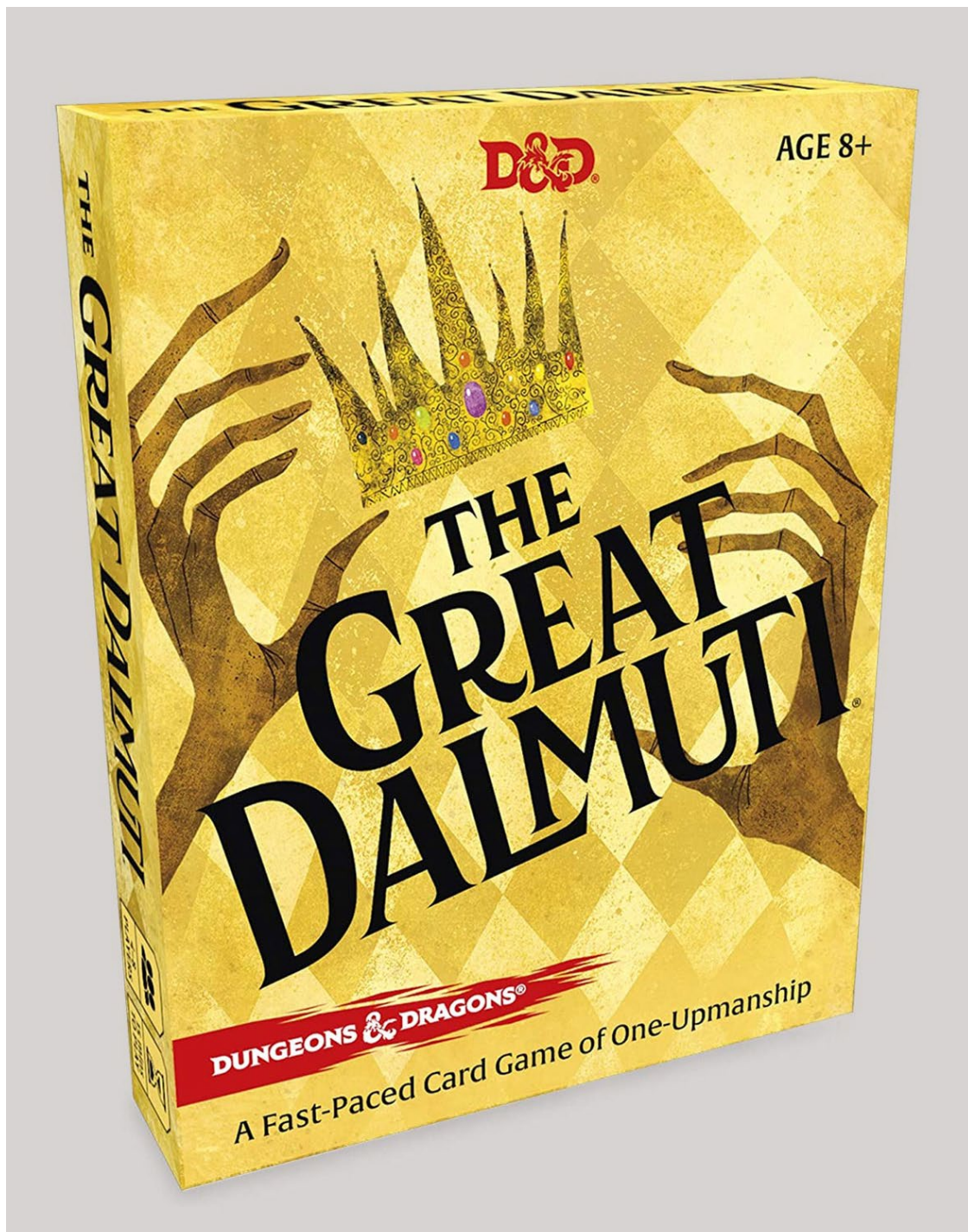
***Dragon+* says:**

“It isn’t a D&D set without a beholder!” says Jules Robins, Senior Game Designer on *Magic: The Gathering*. “All of the standard classes need their time in the spotlight, so you’ll see creatures that are adventurers of every class. And while it might not seem like a flashy option, a tavern or innkeeper appears in almost every D&D game that’s ever been played, so we really needed to include one.” **READ MORE**

US \$4.99 / UK £4.99 / AUSTRALIA \$69.99

THE GREAT DALMUTI: DUNGEONS & DRAGONS

The classic card game of one-upmanship gets a D&D twist in this beautifully illustrated version. The first player with no cards wins—but don't get too comfortable! In a single hand, the lowliest peasant can take down the reigning ruler.



Dragon+ says:

“Being asked to revamp something that’s 25 years old and give it a fresh coat of paint was amazing enough,” says Illustrator Harry Conway, whose artistic style often plays with the perspective and proportion of his characters. “But being tasked with taking this classic mediaeval card game filled with very cool characters and incorporating iconic D&D elements into it was an opportunity that I definitely couldn’t pass up.” [READ MORE](#)

US \$14.99 / UK £12.99 / AUSTRALIA \$19.95

RISE OF TIAMAT 1,000-PIECE PUZZLE

Chances of you meeting Tiamat in game and surviving in one piece? Slim. Chance of you assembling this 1,000-piece puzzle featuring the queen of evil dragons and not being breath-weaponed into oblivion? Much better. We highly recommend option two, even if it is still a monstrous challenge.



US \$19.99 / UK £17.99 / AUSTRALIA \$34.95

D&D DUNGEON MAYHEM: BASE GAME

Play as one of four characters—barbarian, paladin, rogue, or wizard—battling it out in this fast-paced card game!



Dragon+ says:

“The dungeon’s been cleared, the baddies are down and the bickering begins. The paladin’s convinced that the rogue is stealing all the best loot. The wizard makes a snide remark about the barbarian’s IQ. Harsh words are spoken. Swords are drawn. Spells cast. Oh, it’s on!”

READ MORE

US \$14.99 / UK £12.99 /
AUSTRALIA \$20.00



D&D DUNGEON MAYHEM: BATTLE FOR BALDUR'S GATE

Unleash two brand-new characters in this expansion for *Dungeon*

Mayhem, as wild shaping druid Jaheira and ranger Minsc (with miniature giant space hamster companion Boo) join the party! These two fierce and fearless characters from the classic *Baldur's Gate* series of video games are brought to life with new art by Jake Parker (founder of popular art challenge, Inktober).



US \$9.99 / UK £9.99 / AUSTRALIA \$19.95

D&D DUNGEON MAYHEM: MONSTER MADNESS

The second expansion to this quick-fire card game adds even more mayhem to its dungeon by drafting iconic D&D monsters into the fight. As adorable as they are deadly, red dragon Lord Cinderpuff, owlbear Hoots McGoots, mimic Mimi LeChaise, mind flayer Dr. Tentaculous, beholder Delilah Deathray, and gelatinous cube Blorp give players six new decks to explore. Play with up to six players for the first time, and store every current set of *Dungeon Mayhem* cards in the handy box.



Dragon+ says:

“We looked at the iconic creatures in the *Monster Manual* and realized we could have a ton of fun with them,” Game Designer Roscoe Wetlaufer tells *Dragon+*. “A cutesy bard would be cool. But an adorable gelatinous cube that’s eating a gnome? There’s so much to work with there. The character names are also quite delightful.”

[READ MORE](#)

US \$24.99 / UK £19.99 / AUSTRALIA \$49.99

THREE DRAGON ANTE: LEGENDARY EDITION



This casual game of chance for two to six players is fun to play on its own. But add it to your Dungeons & Dragons campaign by giving your character a three-dragon ante set and it becomes an immersive game during their next visit to the tavern. Players compete to make the strongest three-card hand to beat their rivals and capture all the coins on the table. The *Legendary Edition* adds new dragons, mortals, gold and platinum pieces, as well as using “Ability Disks” to integrate it fully into your D&D campaign!

US \$24.99 / UK £27.79 / AUSTRALIA \$39.99

DUNGEON!



Go on the hunt for bigger and better treasure in this fast-paced, classic board game. Choose a hero (rogue, cleric, fighter, or wizard) and run through the dungeon, fighting monsters, and collecting as many treasures as you can. Will you and your friends stick to level one and clear out the goblins and kobolds? Or will you delve deep into level six and set your sights on the purple worm or the red dragon? Along the way, you'll face off against iconic monsters such as owlbears and even the fabled black pudding!

US \$19.99 / UK £26.99

BETRAYAL AT BALDUR'S GATE

Board game *Betrayal at House on the Hill* gets an epic D&D makeover in *Betrayal at Baldur's Gate*. The shadow of Bhaal has fallen over the city, summoning monsters and other horrors from the darkness. As players build the



iconic city's dark alleys and deadly catacombs by placing tiles, they must work with their fellow adventurers to survive the terrors ahead. That is, until some dread evil turns one player—or possibly more—against their allies. You'll have no choice but to keep your enemies close...

Dragon+ says:

“Check out this bonus holiday-themed scenario for *Betrayal at Baldur's Gate*, created exclusively for *Dragon+* readers!” [READ MORE](#)

US \$50.00 / UK £44.99 / AUSTRALIA \$74.95

TYRANTS OF THE UNDERDARK



It's good to be bad in this deck-building D&D board game, as you vie for control of one of the most inhospitable regions in Faerûn. A recent update presented in a new box includes the same awesome game at a lower price, adding the Undead and Aberration expansion cards.

Dragon+ says:

“Your starting deck consists of basic drow minions, which provide the two resources of the game: power and influence,” game designer Peter Lee tells *Dragon+*. “Power gives you the ability to

manipulate the game board, placing troops and assassinating enemies, for example. Influence allows you to recruit new members to your house, which means adding new cards to your deck.” [READ MORE](#)

US \$50.00 / UK £40.00 / AUSTRALIA \$80.00

CLUE: DUNGEONS & DRAGONS



You won’t find candlesticks, drawing rooms, or characters named after colors in this take on the classic whodunnit board game. In this D&D version of *Clue* (called *Cluedo* in Australia), an infernal puzzle box has been stolen from the party of adventurers. In an attempt to reclaim it, one of Zariel’s minions has slain and secretly replaced an adventurer! With six suspects that include Minsc and Boo, Falaster Fisk, Lulu the hollyphant, Sylvira Savikas, Reya Mantlemorn, and Slobberchops, you’ll be asking if it was Lulu in the Dungeon of the Dead with the mastercraft scimitar? Or Falaster in Vanthampur Villa with the *horn of blasting*?

US \$39.99 / AUSTRALIA \$49.99



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HOME & LIFESTYLE

D&D HOLIDAY ORNAMENTS & STOCKING



Artificer Kurt Adler has crafted a number of ornaments allowing you to share your love of Dungeons & Dragons on your tree this holiday

season. The collection includes the Dice and Gelatinous Ornaments two-piece set; the Ampersand and Beholder Ornaments two-piece set; a Dungeon Master Ornament; and the Red Dragon Ornament. There's even a D&D-themed stocking to hang on your mantelpiece!

US \$6.99 and up

HOME GOODS COLLECTION



Update the look and feel of any bed, couch, or lounge area with this home collection for Dungeons & Dragons, which features fun novelty pillows, pillowcases, hampers, and throws.

US \$9.99 and up

D20 USB DESK LIGHT

Set the scene for your next game night with this color-changing mood lamp. With a glow that switches from white to yellow to orange to lilac to turquoise, it reinvents itself more often than a character wearing a *hat of disguise*.



(select to view)

US \$29.99 / UK £29.99 / AUSTRALIA \$49.99

HAND AND EYE OF VECNA PREMIUM SET

Add two of the most notorious (and dangerous!) D&D relics to your illustrious collection.



(select to view)

US \$136.99 / UK £129.99 / AUSTRALIA \$260.00

D&D DICE UMBRELLA

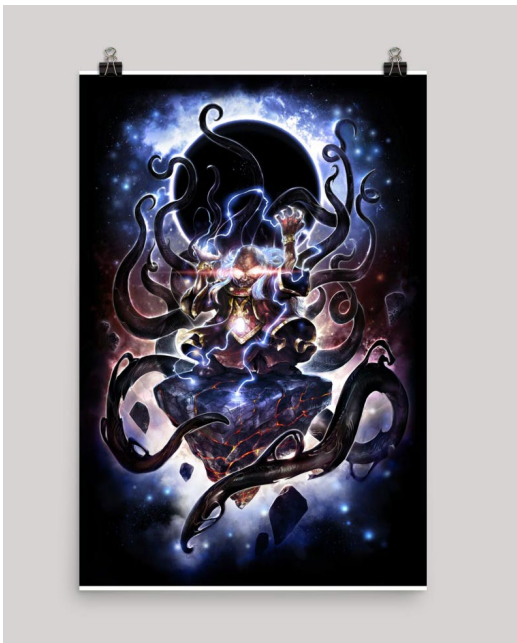


This automatic spring-action umbrella opens to a 34 in. canopy, but its compact folded size means you won't need a *bag of holding* to carry it.

US \$32.99 / UK £29.99 / AUSTRALIA \$49.99

DEATH SAVES POSTERS

This striking wall art channels Death Saves' love of heavy metal illustration and typography. D&D icons such as Raistlin, Orcus, Vecna, and a very powerful looking Dungeon Master are



brought to life, alongside two versions of the Demogorgon poster: one original, and one with Japanese characters for that kaiju feel.

US \$38.00 and up

D&D SKULL TANKARD



Is it true that a tale told over a tankard makes for a better story? Only if the stern expression on this grog mug (which holds 16 fluid oz.) doesn't put off the storyteller! This tankard is hand-wash only but includes a removable stainless-steel insert for easier cleaning.

US \$29.99 / AUSTRALIA \$49.99

ZAVVI D&D ACCESSORIES COLLECTION

Zavvi's merchandise features a fleece blanket, mugs, tote bags, art prints, and even a choice of celestial or infernal bed throws and cushions.



US \$10.99 and up / UK £7.99 and up / AUSTRALIA \$14.99 and up

D&D BAG OF HOLDING MAGNET SET



This set of 30 collectible magnets features an assortment of both rare and common objects and equipment found in the game. And where better to store them than a *bag of holding*? An illustrated mini book describes the inventory you'll find inside this felt bag.

US \$9.99

LIFE-SIZE STATUE OF DRIZZT DO'URDEN



In the world of the Forgotten Realms, Drizzt Do'Urden stands out in a crowd thanks to his heroic actions. And standing 170 cm tall (5' 7"), this full-scale figure of the ranger of the North will also stand out in your living room or den.

US \$1,575.00 / UK £1,229.99

DISPLATE WALL DÉCOR

Take your game room to the next level with these attractive metal posters. From classic animated series artwork and D&D book covers to dice art and iconic characters, there's something for everyone.



(select to view)

US \$44.00 and up / UK £36.00 and up

D&D GLASSES AND MUGS



True gifting gurus know that commonplace items with an added touch of D&D pizzazz make excellent presents, as they help raise a smile when they're used on a daily basis. For Fans By Fans has a range of drinking vessels that'll raise your Charisma every time you hydrate. From pint glasses based on the D&D rulebook covers (Lich's Blight Dark Ale, Fire Giant Furious Brew, or Beholder's Charm Lager) to colorful ampersand mugs, there's a handsome beverage holder whatever your tipple.

US \$15.00 and up

GITHYANKI PREMIUM STATUE



This 12 in. resin statue faithfully recreates one of the most recognizable images from the early days of Dungeons & Dragons, bringing the githyanki featured on the cover of the first edition *Fiend Folio* to life.

US \$262.49 / UK £204.99 / AUSTRALIA \$379.99



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BOOKS AND COMICS

DUNGEONS & DRAGONS ANNUAL 2022



Following the success of the *Dungeons & Dragons Annual 2021*, this new addition charts all the major developments over the past twelve months in the world of D&D. There are interviews with major livestreamers and podcasters from around the world, as well as guides to creating your own characters, and advice on taking the next step and becoming a Dungeon Master.



Dragon+ says:

“The 2021 version of this traditional UK holiday gift pulled

off a tightrope act worthy of a headline spot at the Witchlight Carnival’s big top. As well as introducing Dungeons & Dragons to those new to tabletop roleplaying games, it also packed in enough goodies to entertain lifelong fans. The *D&D Annual 2022* follows suit, moving things on a step further in its presentation of the world’s greatest roleplaying game.” [READ MORE](#)



DESTINATION SEARCH

After travelling the length of the Forgotten Realms, legendary explorer Volo is settling down to write his next book. Can you find the locations he's visited in this wordsearch?

YAWNING PORTAL
WATERDEEP
NEVERWINTER
ICEWIND DALE
TEN TOWNS
LUSKAN
FEYWILDS
UNDERDARK
SWORD COAST
BALDUR'S GATE
ACATHA'S GROVE
MITHRAL HALL
CHULT
PORT NYANZARU
WYRM'S GATE
SPINE OF THE WORLD
PHARLON
TRACKLESS SEA
FIELDS OF SLAUGHTER
SALT MARSH


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44 ANSWERS ON PAGES 92-93

DICE DISASTER

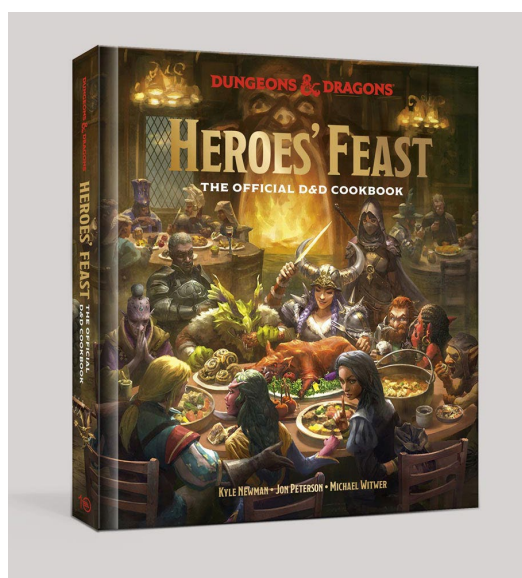
After a particularly hectic session, the party's dice have been knocked onto the floor. As they scramble to work out whose dice are whose, can you work out which set is incomplete? There should be seven dice in each set - a d4, d6, d8, d10, d12, d20 and d100.



ANSWERS ON PAGES 92-93 45

US \$14.99 / UK £10.99

HEROES FEAST: THE OFFICIAL D&D COOKBOOK



'Tis the season to be feasting! As luck would have it, Kyle Newman, Jon Peterson, and Michael Witwer have penned an official D&D cookbook full of delicious recipes, perfect for the holiday festivities! Featuring culinary delights from the taverns of Krynne to the tunnels of the Underdark, there's a recipe to tantalize the taste buds of every adventurer in your party.

Dragon+ says:

"I cooked through nearly the entire book," says co-author Michael Witwer, who admits that working on a cookbook saw the team build up a mighty appetite. "I saved the Hommler golden brown roasted turkey especially for

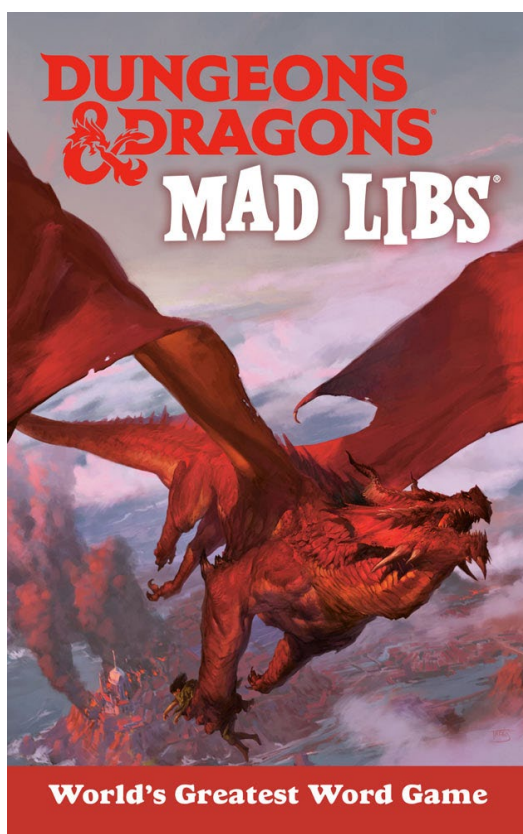
Thanksgiving. I plan to revisit the honeyed ham with pineapple gravy over the holidays, as that's another halfling dish which is really delicious." [READ MORE](#)



US \$35.00 / UK £27.50 / AUSTRALIA \$45.99

DUNGEONS & DRAGONS MAD LIBS

The world's greatest roleplaying
game meets the world's greatest



word game!

Dragon+ says:

“It’s possible to create a dragon that has never existed before and won’t exist until we say it’s an ADJECTIVE dragon. Is it a flower dragon? I would love to see a flower dragon in D&D!” says *Mad Libs* Editor Brian Clark. “Part of the fun of it is that we are simply providing the format. The reader is creating the mayhem, which is a little bit like the way D&D works thanks to its players.” [READ](#)

[MORE](#)

US \$4.99 / UK £4.99 / AUSTRALIA \$12.99

STRANGER THINGS AND DUNGEONS & DRAGONS

Written by superstars Jim Zub and Jody Houser, this collection includes issues 1-4 of the comic-book series. Follow the crew from Hawkins, Indiana as they discover the legendary monsters and epic adventures of the Dungeons & Dragons roleplaying game for the first time. See the party come together as a team through communal stories and perilous quests, learning important lessons about friendship and finding the courage to stand up to the bullies that challenge their everyday lives.



US \$19.95 / UK £16.99 /
AUSTRALIA \$32.99

DUNGEON ACADEMY: NO HUMANS ALLOWED!



Welcome to Dungeon Academy, where monsters and creatures train for the dark world that awaits just beyond the dungeon walls! But Zellidora “Zelli” Stormclash is a bit... different. She’s the one thing monsters and creatures of the Forgotten Realms fear the most—a human!

Dragon+ says:

“We need our world to feel functional, but at the core we want it to feel fun. We get to really allow our imagination to run wild,” says author Madeleine Roux. “Alongside all the gross and

goofy stuff, we enjoy turning everything on its head. In *Dungeon Academy* you get in trouble if you're too nice to your other classmates.” [READ MORE](#)

US \$12.99 / UK £6.99 / AUSTRALIA \$25.99

RICK AND MORTY VS. DUNGEONS & DRAGONS



This deluxe-edition hardcover features all eight issues of the hilarious crossover comics. Unique for this edition is a brand-new 30-page story featuring Mr. Meeseeks conquering the Forgotten Realms, crafted by Jim Zub and Troy Little.

Dragon+ says:

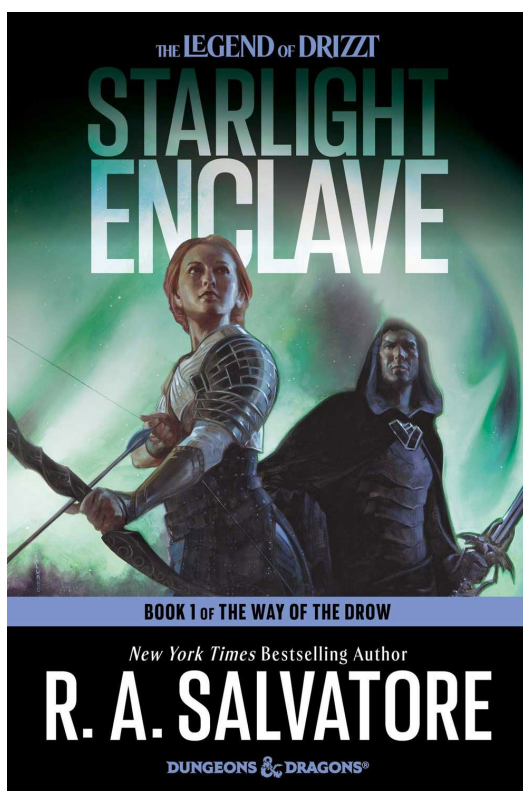
“We’re trying to bridge the classic elements of D&D and play with those old tropes, while also bringing them into a modern context,” Jim Zub tells *Dragon+*. “All using the nihilistic *Rick & Morty* cast as a way to project ideas about family and

storytelling.” [READ MORE](#)

US \$34.99 / UK £44.99 / AUSTRALIA \$69.99

R.A. SALVATORE’S STARLIGHT ENCLAVE

In the first book of a new trilogy for R.A. Salvatore’s hero Drizzt Do’Urden, civil war brews in



Menzoberranzan. Jarlaxle and Zaknafein search to unlock the secrets of a powerful sword that could bring salvation to their home. Accompanied by Catti-Brie, the drow discover the Starlight Enclave, a mysterious haven in the freezing north.

Dragon+ says:

“When I originally built the city of Menzoberranzan, it was based on the five families of New York. We are now expanding the lore to explain that Menzoberranzan was

created when Lolth tricked a faction of drow to follow her into the Underdark,” R. A. Salvatore tells *Dragon+*. “The drow in Menzoberranzan aren’t inherently evil, they were corrupted by an evil goddess.” [READ MORE](#)

US \$16.99 / UK £20.00 / AUSTRALIA \$44.99

DAYS OF ENDLESS ADVENTURE GRAPHIC NOVEL



Strap in as a new generation of heroes, led by a revived Minsc and Boo, rises to protect Baldur's Gate! This graphic novel collection brings together storylines from IDW's *Legends of Baldur's Gate*,

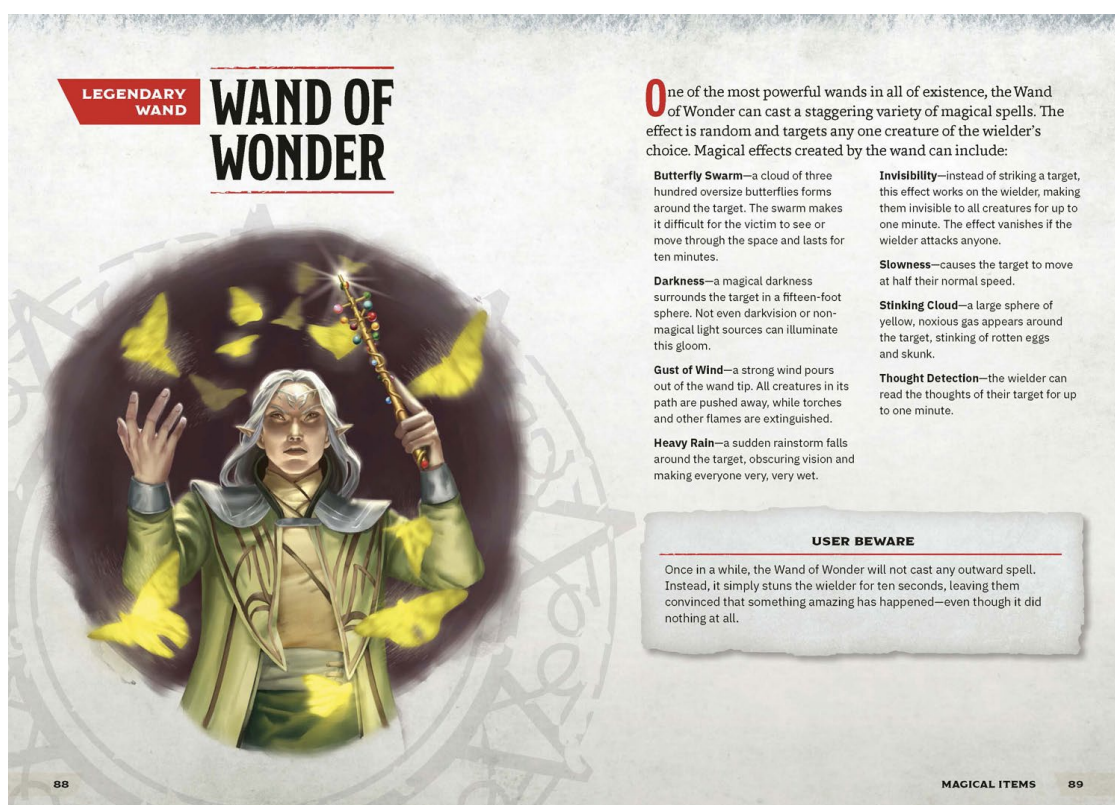
Shadows of the Vampire, Frost Giant's Fury, and Evil at Baldur's Gate, as our intrepid duo and their new allies find themselves fighting dark forces throughout the Realms and beyond. Go for the eyes, Boo!

US \$29.99 / UK £22.99 / AUSTRALIA \$64.95

THE YOUNG ADVENTURER'S GUIDES BOXED SET



If there are any young readers in your life who might enjoy flipping through pages of magical worlds, memorable monsters, and the weapons and armor of heroes, this is the series to introduce them to D&D! The collection includes four *D&D Young Adventurer's Guides* (*Warriors & Weapons*, *Monsters & Creatures*, *Dungeons & Tombs*, and *Wizards & Spells*, with the emphasis on the roleplaying aspect of the game, rather than the nuts and bolts of the RPG system.



Dragon+ says:

“The *D&D Young Adventurer’s Guides* are meant to introduce people—particularly ages eight to twelve—to the concept of roleplaying and character creation in the worlds that make up a *Dungeons & Dragons* game. They’re not meant to replace the *D&D Starter Set* or the *Player’s Handbook*. They’re more about giving people the ingredients for storytelling and hopefully inspiring them to want to build their own stories,” says lead author Jim Zub. [READ MORE](#)

US \$32.99 / UK £25.00 / AUSTRALIA \$55.00

ENDLESS QUEST ADVENTURE BOOKS

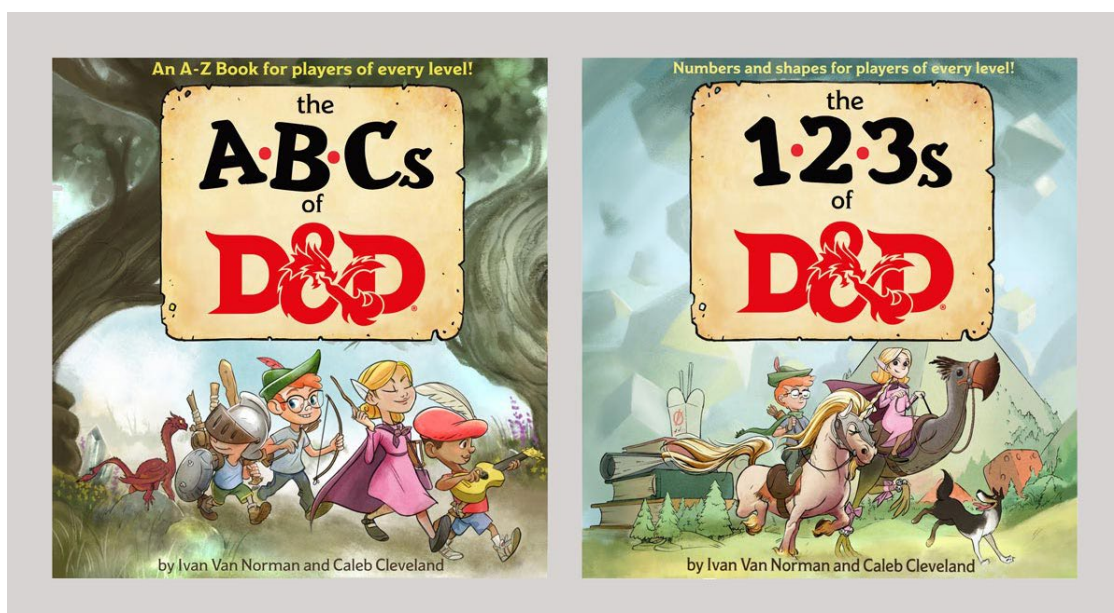


Become the hero and choose your own fate! The original *Endless Quest* series provided an easy way into D&D when it launched in 1982 and its latest immersive adventures are just as captivating. Written by Matt Forbeck, these six novels follow four D&D character classes: *Escape from Castle Ravenloft* and *Into the Jungle* (cleric), *The Mad Mage's Academy* and *To Catch a Thief* (rogue), *Escape the Underdark* (fighter), and *Big Trouble* (wizard).

US \$8.99 each / UK £12.99 each / AUSTRALIA \$24.99

THE ABCs OF D&D / THE 123s OF D&D

These read-aloud-friendly primers teach kids about letters and numbers, using rhyming couplets from Ivan van Norman and adorable illustrations from Caleb Cleveland. As they head from Adventure through to Zeal and from 1 Dungeon Master through to the clock striking 10, they aim to inspire a new generation of D&D fans.



US \$14.99 each / UK £12.99 each / AUSTRALIA \$30.99 each

AT THE SPINE OF THE WORLD

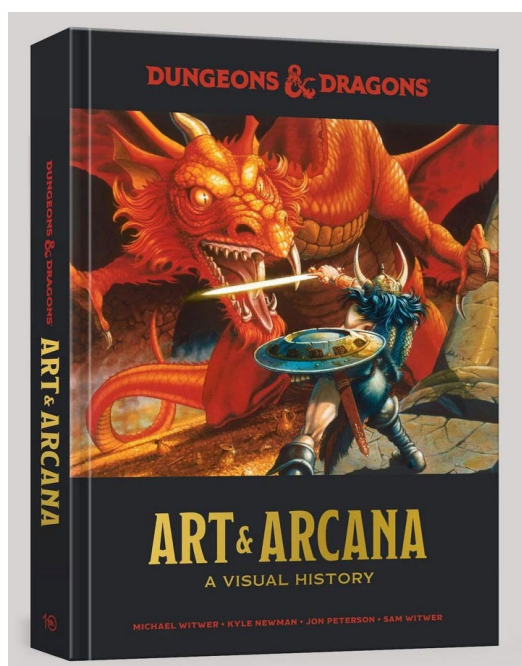


Written by A.J. Mendez and Aimee Garcia, with illustrations by Martin Cocco, *At the Spine of the World* takes place in Icewind Dale. As a never-ending winter night drives an isolated northern town to the brink of madness, unlikely heroes Runa, Saarvin, Patience, Amos, and Belvyre traverse the blighted tundra to find a cure. Along the way they'll encounter frozen obstacles, unimaginable monsters, and dissension in their ranks. Can the fraying bonds of friendship sustain them through the dark?

US \$15.99 / UK £12.99 /

AUSTRALIA \$31.95

DUNGEONS & DRAGONS ART & ARCANIA: A VISUAL HISTORY SPECIAL EDITION



An illustrated guide to the history and evolution of the beloved roleplaying game, told through its paintings, sketches, illustrations and other visual ephemera.

Dragon+ says:

“One of the most important jobs was finding all of the amazing art that’s been created over the years. From the covers of the modules and sourcebooks themselves, to the magazine advertisements and promotional posters sent to shops, there was so much to track down.

That act of ‘arteology’—finding

historical content that had lain hidden all this time and boiling it down into a single book—is itself a legendary action.” [READ MORE](#)



(Select to view)

US \$125.00 / UK £95.00 / AUSTRALIA \$190.00



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Pre-order your copy now!



15 Min.



10+



2-4 Players



On your marks! Grab a dungeon, a marker, and a character!



Get Set! Prepare orbs and keys for the adventure!



Scrawl! Draw a path to the boss and defeat it!

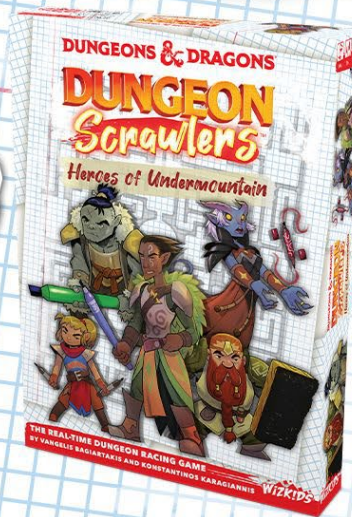
DUNGEONS & DRAGONS

DUNGEON Scrawlers

Heroes of Undermountain



D&D Dungeon Scrawlers:
Heroes of Undermountain
SKU: 87529
MSRP: \$24.99



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The Write Stuff: Madeleine Roux

The Dungeon Academy: No Humans Allowed!
author reveals how she went from tracing
creatures in the Monster Manual to filling a
monstrous school with them.

by Matt Chapman

Madeleine Roux was destined to be a real-life adventurer before fate took her in a different direction. The author of *Dungeon Academy: No Humans Allowed!* was all set to study archaeology at Beloit College in Wisconsin, having been drawn in by its impressive anthropology department, only to discover the subject wasn't for her.

"I think they make archaeology intentionally mundane at first, because they're trying to weed out the people who are only there because they love Indiana Jones, which was me," she admits. "But I liked Beloit College and it has a good writing department, so I decided to pivot and started heading down that path. And I loved it."

She wrote her first novel before leaving college thanks to an innovative program that offers students an extra semester free of charge. All Madeleine had to do was convince the college that her project idea was sound, and she'd be allowed to stay on.

"I went before a very prestigious board and pitched to write a mediaeval historical novel in one semester. The idea was that I'd take classes in mediaeval literature and history to create the novel. They decided to call my bluff," she tells *Dragon+*. "It was very intense but



it was such a great experience. It's the nascent form of what I do now, where I pitch an idea and then have a set amount of time to create it, before I turn it in. I suddenly realized I can do this. It's not impossible."

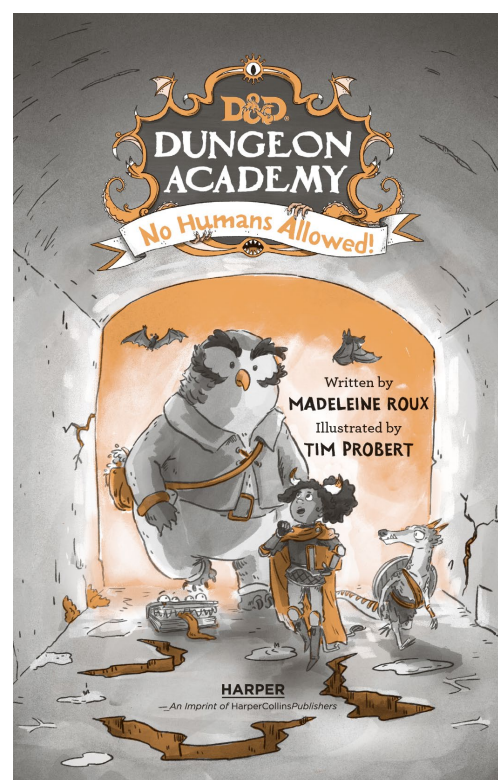
Madeleine was barely out of college when she sold her first book, having attracted the interest of an agent by uploading a daily chapter to her zombie survival blog. She's since written for major franchises such as *Star Wars* and *World of Warcraft*. But she acknowledges that there's something special about being asked to write a D&D novel, as she has such a history with the game.

"We still have all the original books, as I have two older brothers who are right in that strike zone of when D&D was first getting hot. I was eight or nine years old, and I learned to draw by tracing over the *Monster Manual*," she remembers.

"I didn't really know what I was looking at but I knew it was spooky and intense. I thought the beholder was the grossest thing I'd ever seen and I loved it. It was later that I realized that people sit down and tell stories with each other and there's a whole world to explore. It was such a cool experience when I got to play for the first time."

That first D&D session happened in college, when her friends Jason and Britt invited her to play. That campaign ran for a while, allowing Madeleine to really sink her teeth into the world and make a character that was unique and exciting. It seems only fitting that Jason and Britt get a dedication at the start of *Dungeon Academy: No Humans Allowed!*

"Jason was my first ever Dungeon Master and Britt is his wife, and they would always host. They introduced me to Dungeons & Dragons, and if not for them, I'd have never actually gotten into the



(select to view)

game,” she says. “I now DM my own games and my work on *Dungeon Academy* has made D&D a big part of my life, so having them in the book felt right.”

The knowledge that comes with having played D&D since college was particularly handy when it came to writing for a young audience. When the characters in *Dungeon Academy* find themselves in tight scrapes, they often mimic the ingenuity that can be found in any D&D game, where players come up with creative ways of surviving extreme situations.

“When you’re writing for kids, there are going to be action sequences and quote/unquote violence. But you don’t want it to be over the top—there’s not going to be a lot of decapitations! Instead, you have to get creative,” Madeleine explains.

“Bauble the mimic usually has the best comedic opportunities. What ridiculous thing can they turn into that would be funny? And then our heroes have to think, it’s not a sword but we can work with that! We can use Bauble in this form. I also kept in mind what was going to be fun for our artist Tim Probert to draw. How can we make this encounter dynamic and really interesting on the page?”

This first sneak peek into the secretive Dungeon Academy comes as another learned institution is about to be introduced to D&D. Strixhaven, the center of learning made famous in trading card game *Magic: The Gathering*, opens its doors shortly for fifth edition characters (read our writeups [here](#) and [here](#)). While these academic bodies have no official connection, thematically they appear to be different sides of the same coin, with one training humanoid adventurers and the other raising the skills of monsters. And the differences don’t end there.



(select to view)

“We need our world to feel functional, but at the core we want it to feel fun. We get to really allow our imagination to run wild and not have it be so tied to the logic of the situation,” Madeleine says of

Dungeon Academy's institutional practices.

"Alongside all the gross and goofy stuff, we enjoy turning everything on its head. In *Dungeon Academy* you get in trouble if you're too nice to your other classmates. And when you're sent to detention, the hall is so dramatic and over the top, it's ridiculous."

Trying their best to dodge detention are the main characters of *Dungeon Academy: No Humans Allowed!* Hugo the owlbear, Bauble the mimic, and Snabla the kobold all have issues that make them unique, but it's the adopted daughter of two minotaur matriarchs who really tests that policy on humans. Zellidora "Zelli" Stormclash may be sporting horns and have a tail draped behind her, but these are props designed to hide her humanity.

"This was initially going to be a goofy, silly book. I didn't expect for Zelli to become so complicated and nuanced. I think because I wrote *Dungeon Academy* in the middle of a pandemic and after a really difficult summer, I wrote a character with real heart," Madeleine says.

"I knew it would be great to have a character who is already strong in a lot of senses and who actually has to learn to be a little softer and a little more open to other people. Zelli starts strong, but I wanted to take her to a place where she was even stronger. Because now she's not alone. Yes, you can be strong on your own, but you're stronger with your friends. They might all be losers and outcasts. But by the end, they're losers and outcasts together.

"What Zelli represents so beautifully is the idea of the chosen family. I think for a lot of people who play tabletop games, that circle of friends becomes your chosen family. It felt right to nest that idea in a book which is introducing kids to the world of *Dungeons & Dragons*. I love Zelli so much, and Tim's design with her little horns makes me smile every time I see it."

Tim Probert's enchanting illustrations are dotted throughout *Dungeon Academy: No Humans Allowed!* and you'll also find his work on the cover of this magazine (read our *Imagining the Ampersand* chat with him [here](#)). Tim began creating sketches for the project even before Madeleine had signed on to pen the tale. Zelli's design was already set in stone at that point but the author had her pick of cool creatures

to join the mini-minotaur's party.



(select to view)

“I was handed some incredible sketches from Tim. And I went with

the ones that I felt were the funniest for sight gags. There were some other factors to consider—I realized if I pick a slime, it could be really tricky, so I went bipedal as much as possible. Including Bauble the mimic was a big consideration. They mostly appear in the form of a book and have to be carried around as they don't have legs," she says.

"I fell in love with our cast of characters. Tim's drawing of a kobold had so much personality and looked so intense and off the wall. Snabla came from that drawing so I already knew he was going to be this over-the-top character.

"But at its heart, this story is about kids who are all a 'bad' version of what they're supposed to be. An owlbear's defining characteristic is how vicious and violent they are but Hugo is an owlbear who's refuses to eat meat. I love a misfit. And I wanted this story to show that the things which make you different are ultimately the things that set you apart in a good way. They're actually your strengths and you have to embrace that."

Author and illustrator are already both hard at work on the second instalment of *Dungeon Academy*. Madeleine teases that there may be a new party companion for Tim to draw, while the scale of the threat also increases as Zelli, Bauble, Hugo, and Snabla's adventures continue.

"The second book follows a similar threat but on a much grander scale. Each book, we're upping the stakes in terms of danger and by the third book we're getting to some epic stuff," Madeleine promises. "That feels right in D&D terms. These characters start at 1st level and as they level up, they're much more capable, they trust each other a lot more, and they're taking on much bigger threats."

***Dungeon Academy: No Humans Allowed!* is available now at bookstores such as Barnes & Noble, and Books-a-Million, or online at retailers such as Amazon.**

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Critical Role: Call of the Netherdeep

As campaign 3 continues online, players and DMs get another chance to explore Critical Role's rich world.

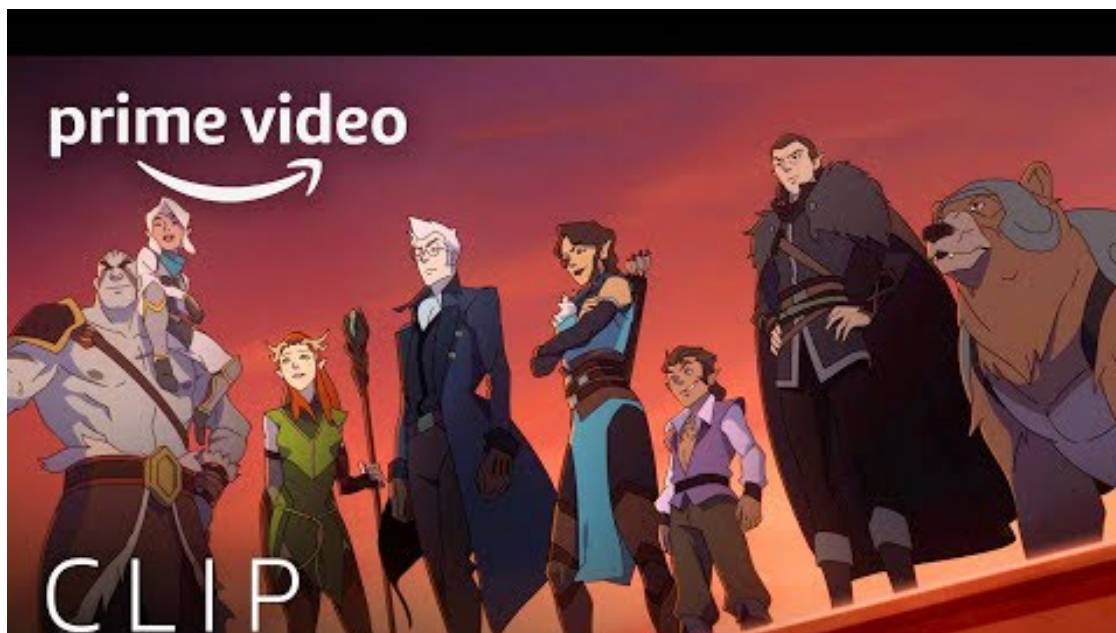
By Matt Chapman

What began in 2012 as a bunch of friends playing RPGs in each other's living rooms now attracts over half a million viewers

each week on livestream. Currently in its third campaign, the show features seven popular voiceover actors diving into epic adventures, led by veteran Dungeon Master Matthew Mercer. Even if you've only just passed a Strength (Athletics) check to lift up the rock you've been living under for the past decade, the likelihood is you'll know we're talking about *Critical Role*.



The world's most famous tabletop roleplaying livestreamers are busier than ever. Having recently returned to screens both small and extremely large for campaign 3, critters also have the upcoming animated series *The Legend of Vox Machina* to look forward to from February 2022, as well as the official D&D adventure *Critical Role: Call of the Netherdeep* set for release one month later.



If the word “Netherdeep” suggests that a set of *mariner’s armor* would be a wise investment, then you’re getting the watery picture. Not since *Ghosts of Saltmarsh* have the seas been so treacherous. *Critical Role: Call of the Netherdeep* features a host of terrifying creatures living so far underwater you wouldn’t normally encounter them.

“My inspiration for the Netherdeep comes from my long-term fascination with the Mariana Trench and all the unknown, deep, lightless spaces that we’re still barely scratching the surface of,” *Critical Role’s* Matthew Mercer tells *Dragon+*. “No life should be able to exist in these high-pressure, high-temperature, volcanic habitats. But the creatures that adapt to these environments not only exist, they thrive, evolving into alien forms. I wanted to evoke that space in a fantasy setting and we’ve conjured up some nightmarish denizens.”

Concept Artist Shawn Wood was the first to tackle these ghastly ocean dwellers, before *Critical Role’s* army of artists got to flex their creative muscles.

“When you unleash Shawn’s imagination in a space like the Netherdeep, he comes back with



Matthew Mercer

incredible designs. One of my favorite facets of a project like this is seeing how artists take a nugget of imagination and then bring it to life in ways that are far cooler than you ever thought possible. It's been fun to offer a few prompts and then let Shawn's talent run free. When you see the results, the only reaction you can have is, 'Wow, that's terrifying!'" Matthew remembers.

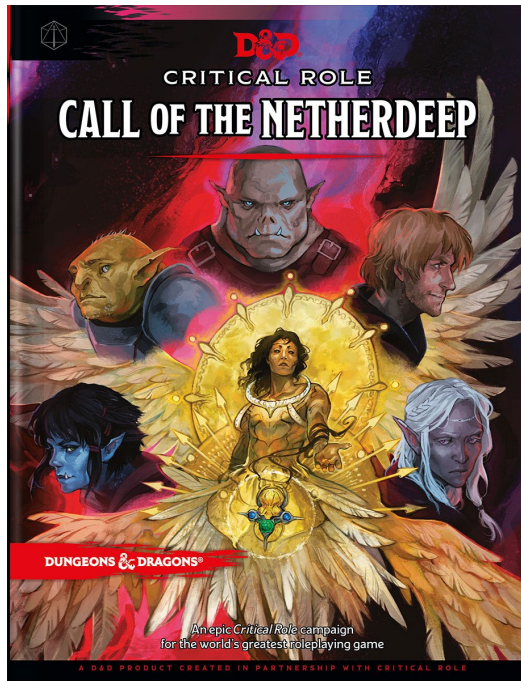
"*Critical Role* is also very supportive of its fan artists and that's extremely important to me. We get to do what we do because so many wonderful people support us. We'll take any opportunity we have to pay that forward and bring others up with us. The art team at Wizards asked if we had any recommendations for artists we wanted to work with, and we were able to point to a vast list of talented people."

Players won't simply see how terrifying these creatures are, they'll also go toe to tentacle with them. Explanations on how to run combat within *Call of the Netherdeep* include optional rules that really bring home how different and dangerous this environment is. Rules for underwater combat already exist in the *Player's Handbook* (you'll find them on page 198), but DMs will have the option to add a little extra flourish to battles taking place at such depth. Borrowing from real-world experiences such as the effects of pressure, they've been written so as not to overload Dungeon Masters with unwieldy options.

"There's always a delicate balance between introducing elements of minutiae and maintaining what can already be a crunchy adventuring experience. We wanted to ensure that these additional options reflected the unique challenges and fear that comes from exploring

this space, while not overwhelming newcomers,” Matthew says.

CRITICAL LORE



Critical Role: Call of the Netherdeep follows *Explorer's Guide to Wildemount*. Matthew says that when the opportunity arose to collaborate on another project with the D&D Team, he knew that he really wanted to tell a story.

“Whether or not people are familiar with our show, I want this to be an adventure within the world that we’ve established that they can make their own and enjoy. I had some elements of lore in my head that I didn’t think we’d

necessarily get to use, based on where the streamed game had taken us. I thought these unique nuggets of history would make fun facets to put into an adventure module like this. So I went ahead and broke down the arc of what I think is a really cool story and presented it to Chris Perkins. He agreed and told us to assemble our team and go for it.”

One of the first pieces of lore players will encounter started life as a teasing side note in a description in the *Explorer's Guide to Wildemount*:

Always at Odds

Despite the peace between the peoples of Jigow, their long-standing rivalries require other outlets wherein they can express their need to conquer and gloat, which is why Jigow celebrates competition in any form. Whether the rivalry of the day is a contest between hunting parties, a cooking competition, or just children playing sporting games, the people of Jigow love turning amicable rivalries into a loud and colorful spectacle—

especially when they can make bets or help their chosen side cheat to achieve victory.

Matthew understands that classic roleplaying tropes often have characters meet for the first time in a tavern or see new heroes pulled into dangerous circumstances that force them to bond, and he wants *Call of the Netherdeep* to tread a different path. The storyline starts in the coastal city of Jigow, where players take part in competitive events as part of the Festival of Merit.

“We wanted the beginning of the story to be something that immediately builds character and relationships beyond a threat of danger and the idea that we’ve come together because the world needs saving. We wanted instead to begin these relationships on a more playful footing,” Matthew explains.

“The atmosphere of Jigow is one of a community based in rivalries settled by competition. Displaying skill, intelligence, and strength is seen as a social merit in its own right, especially during an event like this. The Festival of Merit offers many opportunities for the players to succeed and fail without resorting to life and death circumstances. And then, when life and death circumstances do eventually enter the storyline, that doesn’t wholly define these characters’ connections and who they are.”



Journey Across Xhorhas by Kent Davis © Critical Role

Another location that plays a big role in *Call of the Netherdeep* may be familiar to longtime fans of *Critical Role*'s streamed games. Ank'Harel was touched on briefly when Vox Machina spent a short time there hunting down a Vestige of Divergence. The city has now been fleshed out, courtesy of a gazetteer written by Makenzie De Armas and a double-sided poster map created by cartographer Deven Rue.

“I have a deep love for Ank’Harel and was keen to expand on the setting,” Matt says. “So much of what I’d previously written has never been experienced by my players because they came and went so quickly, which is the nature of roleplaying games. As I began telling this story and setting out elements of the world lore, I saw the opportunity to flesh it out so it could be explored further. And then to be able to bring in an amazing writer like Makenzie De Armas to add even more life and vibrancy to it was incredible. The gazetteer offers an extensive view of the city and shows there are many different paths to follow, numerous factions to get involved with, and different ways to pursue this story. And Deven’s poster is not just a great art piece, it’s also a very useful tool for the DM and the players as they begin to explore this desert metropolis.”

Dragon+ spoke with Matthew as campaign 3 of *Critical Role* was about to air its first episode, and while *Call of the Netherdeep* isn’t specifically connected to that storyline, it does tie into some of the larger world lore.

“What I’m excited about is that campaign 3 takes place in Marquet. That’s the same continent where the city of Ank’Harel in *Call of the Netherdeep* is located, though we start campaign 3 in a separate location,” he explains. “And because of the nature of D&D, I don’t know what the players are going to do or where the story is going to go. But there are a lot of facets within this book that are steeped in the history of Marquet, as well as existing Exandrian lore.

“So I wouldn’t be surprised if some facets of campaign 3 either allude to or possibly intersect elements that are mentioned within this adventure. And I think that’s a really cool, unexpected way to tie the two together, if that’s what happens. But if anyone’s watched our show and knows my players, they do some weird stuff, and I have no idea what’s going to happen!”

MAGIC ITEMS

Call of the Netherdeep contains a handful of new magical items to add to your party’s loot pile. Matthew says some of those will have “unique narrative elements” that tie into the adventure.

RIVALS OF NETHERDEEP

Matthew admits that part of the fun of creating *Call of the Netherdeep* was making sure it contained winks and nods for the critter audience, while also being fully accessible to anyone who might not have that same level of interaction. One of the more subtle elements to make it into the book is Matt's personal style as a Dungeon Master, showcasing his love of character development.

“Those who aren't as familiar with our show can get an idea of the elements we like to emphasize when we play a roleplaying game. And that involves having colorful, fleshed-out nonplayer characters and having personal stakes in the parallel narratives that deal with those NPCs.”

Call of the Netherdeep takes that aspect of *Critical Role* to a whole new level. A fun mechanic in the storyline has characters interacting with a similar party whose members dog the characters' footsteps throughout the campaign, effectively operating as rivals.

“I've played a lot of RPGs, and it's natural for the story to be centered around the players. But I love the idea that the party has the realization that they're not the only adventurers out there,” Matthew says. “Suddenly they understand that if they aren't going to step up and answer the call of fate and they wait too long, somebody else is going to grab the opportunity. That adds a ticking clock to the narrative and helps build relationships with these rival characters, depending on how those interactions go.”



(Select to view)

The five characters that make up this rival party are featured on the cover of *Critical Role: Call of the Netherdeep*, surrounding a mysterious central figure. How the player characters interact with them defines the nature of the relationship between the two parties. The rivals can be playfully competitive and function more like allies. Or, based on the characters' choices, the relationships can lean toward jealousy and anger, turning rival party members into enemies.

"It's easy to assume that because these characters are rivals they should be considered enemies to fight. That's definitely one way to go. But we wanted to offer the opportunity for DMs to think outside the box and to allow the players to build those relationships in a natural way that allows for dynamic change," Matthew says.

"The rival party might start off as friends and then something goes south and the characters write them off as villains for the rest of the story. Conversely, the characters might want to try and redeem those relationships. Alongside the overall narrative goals of the storyline, you also have personal goals. Are you going to try and one-up your rivals, stop them in their tracks, or make friends with them? There are lots of different ways to play out this narrative."



Allegiance Base Camp by Linda Lithen © Critical Role

If running five NPCs sounds like a lot of work, there's plenty of guidance in the book that explains the rivals' interactions and their personal goals to make their addition as easy as possible. Matthew says a major achievement of this adventure is that it's designed to be run by anyone, no matter their skill level as a DM.

"The team has done a great job of balancing that feel between not being talked down to if you're a very experienced DM, but helping you run the most memorable adventure you can if this is your first time," Matthew says, noting that the individual stat blocks for the rival NPCs increase in challenge rating as the adventure progresses.

"Depending on the circumstances in which you encounter them down the road, you might be surprised that they've learned a few things, too."

TEAM WORK

"I was delighted for the opportunity to work with the amazing creative folks at Wizards again, and for the trust they put into me and the incredible team that brought this together," Matthew says. "While it's my overall story and I oversaw the creation of this book, James Haeck came in as my co-lead and helmed the lion's share of its

development. I needed someone that I trusted to know and understand Exandria, who also had experience on similar projects, and he's done a phenomenal job.

“And the writing team we assembled is fantastic. LaTia Jacquise, Sadie Lowry, Cassandra Khaw, Makenzie De Armas, and Hannah Rose all took parts of the story that inspired them and ran with them to bring those facets of the world to life. I'm super excited for people to get the opportunity to enjoy what we've put together.”

Critical Role: Call of the Netherdeep releases **March 15, 2022** and is available for pre-order now at your **local game store**, bookstores such as **Barnes & Noble**, and **Books-a-Million**, or online at retailers such as **Amazon**. A digital version is also available at **D&D Beyond**, and **Roll20**.



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The Best of the Dungeon Masters Guild

The fey realm opens up to adventurers as the inaugural Dungeon Master Challenge winner discusses his Domain of Delight.

by Fiona Howat



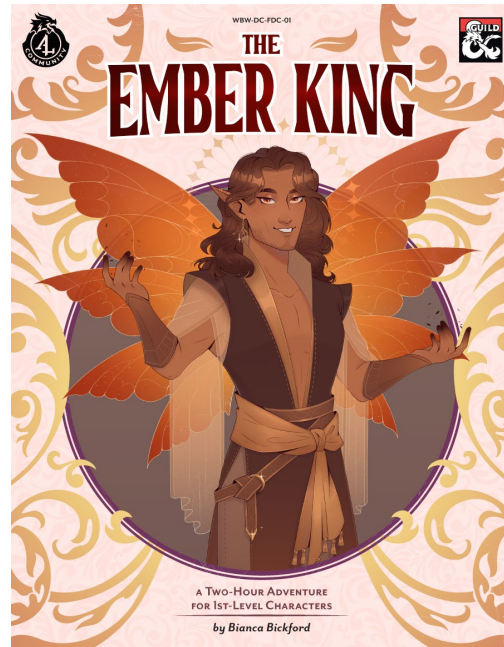
Greetings and gather around merry wanderers of the night! With the release of *The Wild Beyond The Witchlight*, the crossings to the Feywild are open and its many Domains of Delight are ready to be explored!

Whether you're looking to adventure in this mercurial and mysterious Plane of Faeries, or want to add some fey inspired fun to your ongoing campaigns, our round-up of Feywild treats from the

Dungeon Masters Guild has something for everyone!

The Ember King by Bianca Bickford
Price: \$5.95 (PDF)

“Exploring the Feywild can be a daunting task for new adventurers. Thanks to the generosity of the Ember King, the archfey of the Tavern of the Ember King, novices may safely ask questions and undertake their first experience in the magical plane.” This two-hour adventure, created as part of the **DMs Guild Dungeoncraft Spotlight series**, is the perfect introduction for players new to both Dungeons & Dragons and the realm of the Feywild. It includes an additional handout depicting the menu at the Tavern of the Ember King, where food and drink can only be purchased by telling a good tale.



[DOWNLOAD PDF](#)

Feywild Companion by Jimmy Flowers, Splinterverse, Matt Kimberlin, J.C. Darcy, Ashton Duncan, Miłosz Gawęcki, Chris Hopper, Adam Ma, John McCloud, Daniel Nottingham, The Shropshire DM, Kyle Sumner, Robert G. Reeve, Sven Truckenbrodt, Jacob Warr, and Jackie Yang
Price: \$14.99 (PDF)

This detailed, 150-page compendium is a must for those who wish to explore all the beauty and danger the Feywild has to

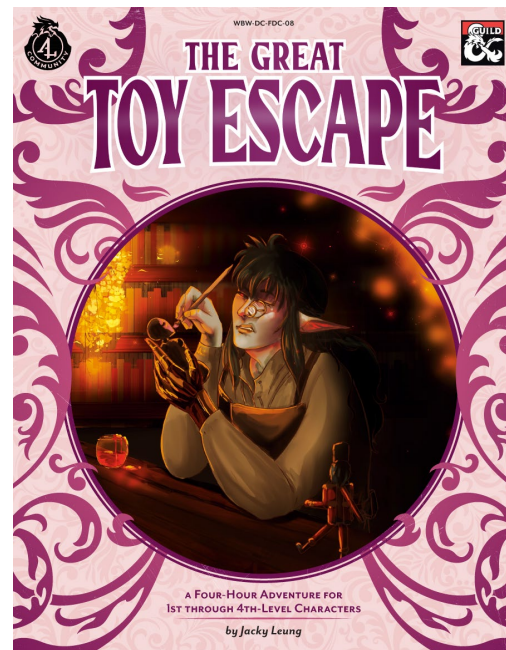


offer. From lineages and subclasses to the Dualis Domain of Delight (a realm of duplication and echoes, ruled over by an archfey known as the Lord of Reflections), there's a lot to enjoy. We love the concept of "Flowers of the Feywild" (sixteen unique flora and fauna that double as consumable items), as well as the introduction of the mysterious Butterfly Queen, a powerful creature who commands the Feywild's butterflies—a force to be both revered and feared.

[DOWNLOAD PDF](#)

The Great Toy Escape by Jacky Leung
Price: \$7.95 (PDF)

"Enter the Joysmith's workshop at your peril!". Another entry in the Dungeoncraft Spotlight series, this heist story is built around the wonders and terrors of a toy shop! The four-hour adventure takes place in a Domain of Delight where former fey pact breakers are transformed into toys. Players must race against the clock to rescue a trapped toy from an archfey known as the Joysmith before they themselves become residents of this realm.



[DOWNLOAD PDF](#)

24 Fey Familiars by Rob Moore
and David Perfect
Price: \$2.00 (PDF)

The designers of *Schnella's Sketchbook of Odious Oozes* have created this fey inspired bestiary, which introduces two-dozen new creatures to summon using the

find familiar spell. “Drawing from folklore ranging from Latin America to Japan, each monster comes with its own story, stat block, and an original sketch by artists Matt Cavallaro and Kelsey Yappel.” The more unusual creatures include munja (pygmy like deer who live in harmony with the fungi growing out of their fur), nathir (awakened snakes with psionic abilities), and rahswinsawn (noble spirits who recant stories and proverbs extolling the virtues of freedom and self-determination).

[DOWNLOAD PDF](#)



The Castorin Kit by Albert Lovasz
Price: PWYW Suggested \$1.00
(PDF)

Of the various animal folk that have traveled from the Feywild, none are quite as hardworking as the beaver-like castorin, who thrive on the joys of forestry, woodworking, and river trade.

This supplement adds them as a playable race, alongside other castorin-flavored options such as character backgrounds, magic items, and more. One notable inclusion is the *log driver's waltz*, a brand-new first-level spell cast as a reaction, where the target is “imbued with the sure-footedness of

The Castorin Kit



A beaver themed supplement with character options including a playable race, and DM options including enemy statblocks.



Albert Lovasz
@AzaranyGames

the most agile log drivers” to prevent them falling prone or being grappled after failing a saving throw.

[DOWNLOAD PDF](#)

A Stitch in Time by Kat Kruger
Price: \$7.95 (PDF)

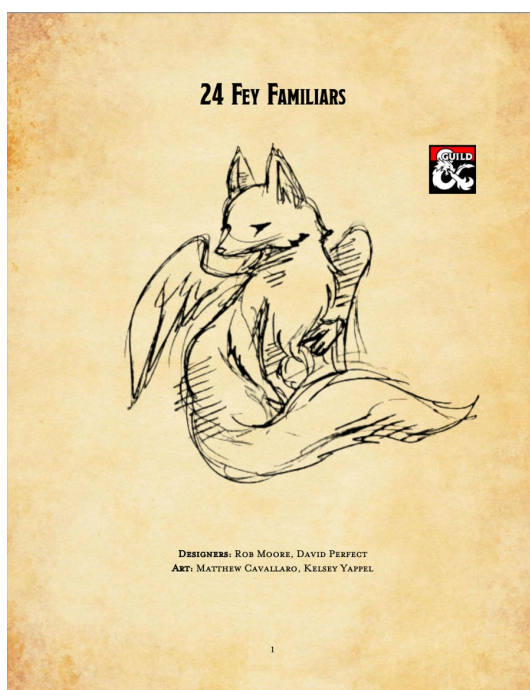
“A clockwork Wonderland is running out of time as the gears that keep the domain ticking are in need of repair. The domain of Belleturnum awaits... don’t be late!”. In this *Alice in Wonderland*-inspired adventure, also from the Dungeoncraft Spotlight series, players must assist Belleturnum’s royal artificer Hairspring in fixing the clockworks and restoring time to the realm. Along the way, other peculiar denizens of this domain may choose to help or hinder players, including Count Crimini, leader of a Campestris choir, and Tick-Tock, a monodrone number herder.



[DOWNLOAD PDF](#)

Download 24 Fey Familiars for free!

Rob Moore and David Perfect’s fey inspired bestiary introduces two-dozen new creatures that can be summoned using the *find familiar* spell. From the heart-stealing baldorian and the gift-giving corrich to the gem-throwing jeweler beetle and the living hag’s eye, there’s



something with a fey flavor
for every familiar's master.

DOWNLOAD PDF

Q&A: DM CHALLENGE WINNER ANDREW BISHKINSKYI



Andrew Bishkynski is a Toronto-based freelance TTRPG designer who cut his teeth writing [adventures for the D&D Adventurers League](#). He has since branched out into other DMs Guild and crowdfunded projects and contributed work to a number of publishers, including KB Presents, Across Eberron, Jeff Stevens Games, Vorpall Dice Press, Transparent Games, Bite-Sized Gaming, and Daylight Publications. Most recently, Andrew was named the winner of the inaugural Dungeon Master

Challenge, as part of the [D&D Celebration 2021](#) weekend in September. You can check out his [portfolio on the Dungeon Masters Guild](#) and find more of his work on [his official website](#).

When did you first play Dungeons & Dragons?

I first encountered D&D when I was a teenager growing up in Toronto, playing through the *Baldur's Gate* video games and reading R.A. Salvatore's Drizzt novels. It wasn't until a few years ago, after attending some learn-to-play sessions for board games, that I tried the tabletop version. This led to my discovery of the D&D Adventurers League, which allowed me to play in different places and keep the same character, which was important to me because of my complex work schedule and frequent travel.

When did you transition from being a player to a Dungeon Master?

The first game I took charge of happened when an Adventurers League DM couldn't make the regular game night. I volunteered to run the session and have never looked back! The first adventure I ran was *Tales Trees Tell* by Thomas Reid. Coincidentally, I had played that adventure a couple of times with different DMs in the preceding weeks and I felt like I had a good idea of how it should be run. I've since run *Tales Trees Tell* more than a dozen times and it remains one of my favorite modules.

What are the biggest influences on your style as a Dungeon Master? And where do you turn if you need inspiration?

Most of what I have learned about DMing has come from other Adventure League DMs. Keith Christensen always adds something extra to the game beyond the written adventure, usually some piece of obscure lore or other detail to play off. I always try to bring that sort of experience whenever I DM an adventure and design my own content. Beyond game-related stimuli, I've worked in training and facilitation for many years, and I find that a lot of the techniques from those areas overlap with the skills needed to be DM.

You describe your approach to Dungeons & Dragons as "creating stories of adventure through adventures with story". Is storytelling an important part of your games and your DM style?

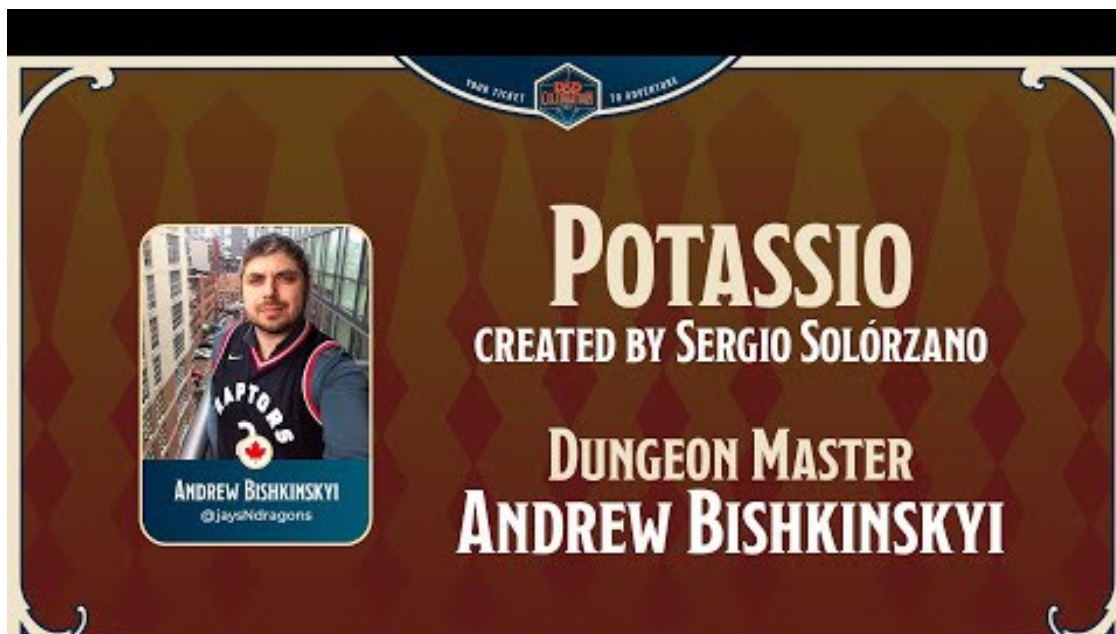
I didn't come into DMing via tabletop gaming, but rather from writing, reading, and watching stories. There's some debate whether it's the DM's place to even tell a story because, after all, is it not the players' story? I think it can be both. If the story is interesting and compelling then the players will be engaged, regardless of how much they direct it.

What motivated you to apply for and participate in the DM Challenge?

At its core, the DM Challenge appealed to me because it was a great opportunity to write and create something and have it read by other people. I really liked the idea of creating something with specific constraints week after week and being anonymously judged. That meant the entries would be viewed on their quality and not their popularity.

What can you tell us about Neverfall, the Domain of Delight you created for the final challenge?

My original concept for Neverfall centered around verticality and the notion that “you can never fall!” I also wanted to focus on aspects of the Feywild that really appealed to me; fairy-tale magic, strangeness, and dark pacts with the Unseelie Court. In the end, Neverfall became a domain about stars, and those who seek to find wish magic or to reverse it.



For the final task, you had to run an encounter for the judges and special guest players using Potasso, the Domain of Delight created by your fellow finalist, Sergio Solórzano. How did you prepare for the task?

Sergio had created great material for Potasso, and it was very easy to come up with storylines to incorporate it. Because we only had a certain amount of time to run our game, I had to keep my prep short and flexible. I had a page of bullet-points for the general direction of the adventure, as well as several ideas I could turn to if needed. When

things didn't go to plan, my notes helped me adjust the game to give the players the information they needed to get them through the story.

DESIGN THOUGHT: CREATING TRICKY FEY BARGAINS

When traveling in the Feywild, adventurers are often presented with the opportunity to make deals with elusive archfey, dangerously powerful creatures who can bend the magical realm to their whims and desires. These bargains are always exclusively verbal contracts, allowing room for the more devious fey to manipulate and mislead their unwitting victims, trapping them with the unforeseen consequences of their agreement.



Language is filled with ambiguities, so finding a way to exploit that shouldn't be too difficult for most DMs. When offering a fey bargain to your players, there are many ways you can twist the wording to suit your needs. More often than not, a simple play on words works best, with the associated consequence having an instantaneous effect the moment the bargain has been made.

A common example could be as simple as, "May I have your name?" In any other setting, this is a seemingly harmless opener to a conversation. But answering "Yes" to that question or replying stating your character's name in the Feywild could leave a character nameless, robbing them of their reputation and charisma when trying to form new relationships. You might even ask the player to remove the name from their character sheet for extra flavor!

Similar examples can include, "Can I have a moment of your time?" or "Could I have a word?" where characters can lose small but important moments of their existence or even parts of their vocabulary.

The most important thing to remember is that your players should

feel *tricked* but not completely *blindsided* by the unforeseen consequences of their bargains. Players should be left with the “should-have-seen-this-coming!” feeling when they get much more than they bargained for, leaving them wary of striking deals (or even conversing!) with other trickster archfey in the future.



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24 FEY FAMILIARS



DESIGNERS: ROB MOORE, DAVID PERFECT
ART: MATTHEW CAVALLARO, KELSEY YAPPEL

FAMILIARS

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<i>Comchag</i>	3
<i>Corrich</i>	4
<i>Criogad</i>	5
<i>Flying Fish</i>	5
<i>Jeweler Beetle</i>	6
<i>Jimmijoo</i>	7
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BALDORIAN

The baldorian is a strange fey with a fascination for humanoids. If a humanoid is in its midst, it spends its time around the humanoid asking it questions and trying to understand its mental state. If the humanoid has a problem, the baldorian tries to find a way to solve it and will stop at nothing to do so.

Seelie Matchmaker. The baldorian is imbued with a weird magic that gives it the power to excite romance within a humanoid. It does so by burrowing into the home of the humanoid and stealing its heart in its sleep, then bringing it to a pining lover to consume it. Many lasting loves have been built on the foundation of a baldorian's tricky ways.

COMCHAG

Owls found in the feywild have lost their second eyes and been whittled down to a single eye. What was lost in a physical eye, though, was replaced by fey magic that gave the comchag, the fey owl, an insight that it didn't have before. This allows the comchag to see the true nature of things in ways that other creatures cannot.

Eager guides. The comchag is happy to help visitors to fey forests, swooping down and bestowing blessings on people who are lost. They are a good omen for fey travelers and are welcomed if they swoop down and choose to perch on the shoulder of a traveler.

BALDORIAN

Tiny fey, chaotic neutral

Armor Class 10 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	9 (-1)	10 (+0)	8 (-1)	10 (+0)	12 (+1)

Skills Stealth +3

Senses passive Perception 10

Languages Common, Sylvan

Challenge 0 (10 XP)

Keen Smell. The baldorian has advantage on Wisdom (Perception) checks that rely on smell.

Steal Heart. As a bonus action, the baldorian can force a sleeping humanoid hit by its claw attack to succeed on a DC 11 constitution saving throw. If it fails, the baldorian takes the humanoid's heart. The humanoid no longer needs its heart to survive in this case. If any other humanoid swallows this heart whole, the humanoid then becomes charmed and instantly falls in love with the humanoid who swallowed its heart. This charm can be broken with a *remove curse* spell or another spell of a similar nature, at which point a new heart grows into the humanoid's body.

ACTIONS

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



COMCHAG

Tiny fey, chaotic good

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	5 (-3)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Sylvan

Challenge 0 (10 XP)

Innate Spellcasting. The comchag's innate spellcasting ability is Charisma (spell save DC 9, +1 to hit with spell attacks). It can innately cast the following spell, requiring no material components:

3/day: *Guidance*

Keen Hearing. The comchag has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



CORRICH

Corrich are small fey creatures that graze on the grass of the plains of the Feywild. They are benevolent creatures that quite like elves, humans, and other humanoids of the Feywild as well as visitors to it. They have been known to befriend travelers and especially grow fond of those who carry out noble deeds or generally have pure intentions. The corrich's purity gives it a special power to see the purity in others, and that creates a special bond between it and other creatures that have pure hearts.

Gift givers. The corrich has one special power: the power to bestow gifts on those who are truly pure of heart. If a corrich encounters a creature with a truly good heart in a time of need, it can give a gift of power to that creature that can help it achieve things it could never do on its own. A corrich is seen to be an omen of good favor for a powerful archfey, and thus is one of the best things a traveler can hope for on her way into a Fey domain.

CORRICH

Tiny beast, chaotic good

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	8 (-1)	6 (-2)	10 (+0)	14 (+2)

Senses passive Perception 10

Languages Sylvan

Challenge 0 (10 XP)

Charge. If the corrich moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 1 bludgeoning damage. If the target is a creature, it must succeed on a DC 8 Strength saving throw or be knocked prone.

Sure-Footed. The corrich has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Magical Gift (1/Day). The corrich targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See chapter 7 of the *Dungeon Masters Guide* for more information on supernatural charms.



CRIOGAD

The criogad is a fey creature that wants nothing more than to help others live better lives. They slip from the domain of faerie into the material plane to find people without direction, befriend them, then try their best to help guide them in a direction that is better for their own lives. Though they may not always be successful, they see advice-giving as their charge and stop at nothing to let people know what they do who need it.

Necromantic gift. The criogad is so fixated on providing advice that it can continue to do so on into the next life. If killed while giving advice, the criogad rises as a ghostly form of itself, doing its best to continue imparting the advice it has in its undead state.



CRIOGAD

Tiny fey, lawful good

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	10 (+0)	16 (+3)	14 (+2)

Skills Persuasion +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Tireless Advisor. If killed while giving advice, the criogad rises as an undead, spectral version of itself in 24 hours who continues to give advice until it is killed again.

FLYING FISH

Some fish in the Feywild have been warped by the fey magic of the realm to move not only by water, but also by air. These flying fish have fins that have grown feathers that slough off water and allow them to glide through the air just as a bird does.

Fey of the Sea. Flying Fish can be seen in the seas and oceans of the Feywild. Their ubiquity makes them good spies for mages interested in exploring the watery areas of the Feywild.

FLYING FISH

Tiny fey, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	10 (+0)

Senses darkvision 60 ft., passive Perception 8

Languages —

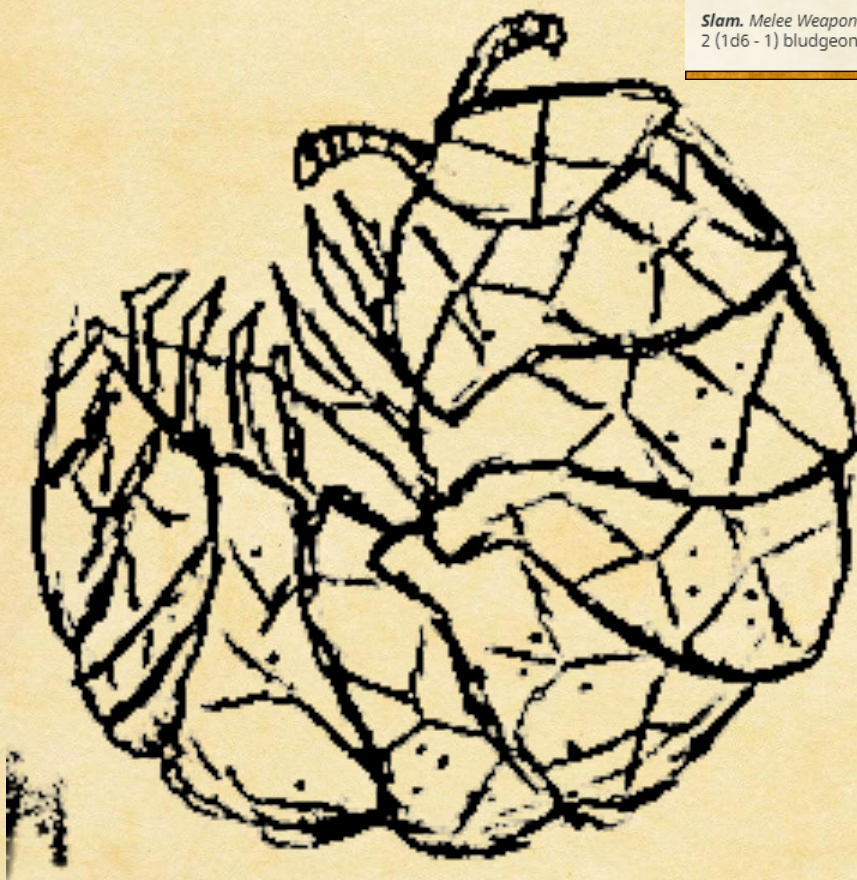
Challenge 0 (10 XP)

Limited Amphibiousness. The fish can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

JEWELER BEETLE

Jeweler beetles appear to be large beetles with shells made from a multitude of different kinds of gems. Although insectlike in appearance, these fey are far more intelligent than a normal insect, though that isn't saying much.

They have a monomaniacal obsession with gems of all kinds, either to add to their beautiful shells, or to form a slowly growing gem ball made of an amalgam of its collection. Some have managed to create massive gem balls, but this goes poorly for them once the balls are too large. There are many jeweler beetles who will gladly give aid to humanoids in exchange for gems rather than find gems on their own.



JEWELER BEETLE

Tiny fey, neutral

Armor Class 13 (natural armor) 16 (when rolled up)

Hit Points 3 (1d4 + 1)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	6 (-2)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Charge. If the beetle moves at least 10 ft. straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 2 bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Gem Shape. The beetle is able to form a gem that it touches into any shape that suits its purpose. It may also merge gems that are touching. It may also absorb a gem to add +1 to the beetle's AC. This does not stack if another gem is added.

ACTIONS

Gem Throw. Ranged Weapon Attack: +1 to hit, range 10 ft., one target. Hit: 1 bludgeoning damage.

Roll up. The beetle rolls up into a ball. This gives them +3 to their AC. However, their speed is lowered by 10 feet.

Slam. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage.

JIMMIJOO

Rumored to be the creation of a powerful archfey to spy on the people of her domain, the jimmijoo is a fey that can imitate the appearance of a plant. The archfey also empowered the jimmijoo with the ability to take a mean bite out of small fey if necessary, striking fear into the tiny fey of her domain.

Good company. In addition to spies, this archfey was looking for companionship. As someone who enjoyed riddles, she imbued the jimmijoo with an enchantment that caused them to laugh uncontrollably at any question asked. Now wanderers in the woods of her domain have been known to pose questions in the wood, only to be greeted by the unwelcome maniacal laughter of the jimmijoo.

JIMMIJOO

Tiny fey, chaotic neutral

Armor Class 9

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	9 (-1)	6 (-2)	6 (-2)	8 (-1)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 8

Languages Sylvan

Challenge 0 (10 XP)

False Appearance. While the jimmijoo remains motionless, it is indistinguishable from a mundane flowering plant.

Laughing Fits. If asked a question, the jimmijoo bursts out in laughter, negating its *false appearance* ability. It will then be forced to succeed on a DC 8 wisdom saving throw or suffer the effects of a *Tasha's Hideous Laughter* spell cast at the first level. If the jimmijoo succeeds on this saving throw, it is immune to being enchanted by this ability for the next 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



KIRBIS

Legend tells of a clever man who long ago tricked a devil twice into his servitude with nothing but cleverness and luck. Upon his death the upper planes rejected him for his dealing with devils and the hells wouldn't have him since he had tricked them into not being able to take his soul as well. So the fiends of the hells gave him a candle and allowed his soul to wander to feywild until he became one with the echo plane.

Being without a true home in the afterlife, the man went mad and affixed a gourd to his head, carving out eyeholes and a mouth and climbing in trees, spooking those who passed by. Over time, he forgot where his head stopped and the gourd began and where his limbs gave way to tree limbs, as did the plane he was banished to. The kirbis are said to be the offspring of this man.

Eternal devil-haters. The kirbis still enjoy playing a part in tricking devils when they have the chance, though those chances can be rare in the plane of faerie. They have, however, become quite handy as familiars for cloistered wizards interested in dealing with those beings most hard to make a deal with.

KIRBIS

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	15 (+2)	10 (+0)	17 (+3)

Saving Throws Cha +5

Skills Deception +5, Persuasion +5

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Fey Wiles. The kirbis has advantage on any charisma-based ability checks made on fiends.

ACTIONS

Burn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage, and the target must succeed on a DC 9 Dexterity saving throw or take 2 (1d4) fire damage.



KOLOVAN

Long ago, the Green Lord Oberon wanted to give Titania, the Summer Queen, a gift. He knew she prized foxes and wanted them to be able to fly alongside her as she took her evening flights, so he gave a pair of foxes the power of flight.

All kolovan are said to have descended from these two gifted creatures. To this day, all kolovan of the Feywild are said to be the property of Titania, though she does not make a fuss if she sees one as a companion of a guest unless she is looking for an excuse to punish that guest.

Effective scouts. The kolovan combines the penchant a fox has for curious exploration with the gift of flight, making them excellent scouts and good ears for a mage looking for a companion.



KOLOVAN

Tiny fey, neutral

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., burrow 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing. The Kolovan has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

LIVING HAG EYE

Sometimes a hag's eye is transmuted to the point where it is animated, taking on a life and objectives of its own. This may be from the needs of a hag coven or it may be from the magic of a mage that wants to use this magic for her own ends.



LIVING HAG EYE

Tiny fey, neutral evil

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	8 (-1)	11 (+0)	10 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Innate Spellcasting. The eye's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand*

Fey fashion. Living hag's eyes are usually kept suspended inside a bottle to keep the fragile transmutation and necromantic energy that powers it stable. Unlike their progenitors, a living hag's eye often has a refined sense of style, dressing itself as a witch or some other sort of mage. They often have access to an innate spellcasting ability, too, usually to conjure as it has seen hags do.



LOUCHE

Tales are told of fey spirits that compulsively cause mischief in bucolic villages: breaking into homes, feasting on crops at harvest time, chewing into grainbags in the dead of winter, even tying together shoelaces just to watch people fall. Some hypothesize these are unclean spirits, some suspect a demonic presence. Those aware call them the "louche."

The louche is among the most pesky of the fey, evading capture and turning what seem like clean swipes into nothing. For this reason, most villages are not happy to have a louche infestation.

Stopping the Louche. Louche feed on attention and fear of animals, so speaking the name of animals gives them the power to continue to evade capture. If captured however, a male and a female Louche can be dressed up as a bride and groom and let out into the forest, at which point the rest of the louches in the area will follow them and celebrate their union. Some suspect this is the reason they get up to their antics in the first place.

LOUCHE

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	9 (-1)	5 (-3)	10 (+0)	4 (-3)

Saving Throws Dex +5

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Keen Smell. The louche has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

REACTIONS

Unvanquishable. In response to another creature dealing damage to the louche, the louche reduces the damage to 0. This ability only functions if an animal name has been spoken within a mile in the last 24 hours.

MIALMAGHA

The mialmagha at first glance is nothing more than an ugly toad. After all, most mialmagha are no more than that. But certain fey princes who step out of line for being too lecherous can be cursed to live among the mialmagha until freed by the kiss of a princess...or a dwarf who likes to kiss toads.

Kissing for Sport. While the first kiss of a mialmagha led to an impressed archfey, mialmagha have been found to be cursed princes often enough that the novelty has worn off. Instead, the practice has turned into a bit of a sport, with some princes goading themselves into curses and trying to be found by young maidens.



MIALMAGHA

Tiny fey, unaligned

Armor Class 9

Hit Points 1 (1d4 - 2)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	9 (-1)	7 (-2)	1 (-5)	4 (-3)	3 (-4)

Senses darkvision 30 ft., passive Perception 7

Languages —

Challenge 0 (10 XP)

The Prize of the Prince. If a mialmagha is kissed by a humanoid, roll a d100. On a roll of 100, the mialmagha transforms into a fey prince, who will then arrange a meeting with the archfey he belongs to, grant a simple wish, or grant other assistance at the DM's discretion. This applies to any mialmagha, even those conjured by a *find familiar* spell. On any other roll, nothing happens and this ability cannot be used again on this mialmagha.

MUNJA

Small fey, unaligned

Armor Class 13

Hit Points 2 (1d6 - 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	9 (-1)	2 (-4)	14 (+2)	10 (+0)

Damage Immunities necrotic, poison

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

Stench. Any creature other than a munja that starts its turn within 5 feet of the munja must succeed on a DC 8 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all munjas for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.



MUNJA

The munja resembles a pygmy deer, usually about the size of a small dog. Docile and choosing to run rather than engage with predators every time they encounter them, the munja is a favorite familiar of many who visit the Feywild, given they can adapt to its presence.

Carriers of Rot. The munja distinguishes itself by existing in a constant state of slight decay. While this is off-putting to many due to the

overwhelming smell that surrounds the creatures, it allows the munja to live in harmony with fungi and ingest much plantlife that would not be palatable to many other creatures of the Feywild. This has not only allowed the Munja to thrive in the dark forests of the Fey, but also has made them ideal scouts for wizards worried about poisonous and deathly elements in Fey climes.

MYCOPS

Small fey, lawful neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	6 (-2)	11 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Underwater Camouflage. The Mycops has advantage on Dexterity (Stealth) checks made while underwater.

Distress Spores. When the Mycops takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the Mycops has disadvantage on ability checks, attack rolls, and saving throws. The Mycops dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the Mycops can't use its tentacles on another target.

Rapport Spores (3/Day). A 10-foot radius of spores extends from the Mycops. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

been eradicated from much of the feydark, but myconids have been able to retreat to flooded caverns and adapt flexible limbs for swimming.

Water camouflage. The mycops has survived by adapting to blend into its underwater environment. A group of mycops can look like a forest of seaweeds or even a ripple of water if needed to avoid detection. These sly adaptations have made Mycops excellent scouts for rogues with a knack for the arcane, though their aversion to sunlight make them only useful at night or in the Feydark.

Telepathic connectors. While not as bright as a typical myconid, the Mycops has retained its ability to release rapport spores, making this a helpful familiar for arcanists with a diplomatic bent. Mages unversed in the Sylvan tongue can make good use of a Mycops if they find themselves unexpectedly thrust into the Fey.



MYCOPS

Vast swaths of the Feydark are flooded and teeming with underwater life. Mycnoid life has

NATHIR

When St. Sollars exiled all snakes from the Isle of Prespur, they fled into nooks and crannies of its landscape, forest, and gorges and into the recesses of the Feywild. Here, these snakes became known as the Nathir. Captured by Eladrin and kept as pets, they slowly become one with the Fey, taking on characteristics of fey creatures and losing their connection to the material plane.

Serpentine Psionicists. While in the care of the Eladrin, the Nathir slowly lost their poison, but they were taught the ways of elves and slowly grew in mind and reasoning. This growth awakened latent psionic ability within the Nathir, who can now use the ability to conjure horrible memories within the minds of those subject to their bites.



NATHIR

Tiny fey, lawful neutral

Armor Class 11

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)

Senses blindsight 10 ft., passive Perception 10

Languages Sylvan

Challenge 0 (10 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Intelligence saving throw, taking 5 (2d4) psychic damage on a failed save, or half as much damage on a successful one.

frightened or elude those who may harm them by blending in without motion.

Friend of Plants. A peace blossom considers herself a true friend of the plants she tends to. She makes sure to check up on them regularly to see how they are doing by calling on fey magic to animate them. Some say that many of the animate flora of the



PEACE BLOSSOM

Named after a character from a forgettable poet's idle journaling, the peace blossom is a fey keeper of gardens that lives among the plants. Nearly indistinguishable from the gardens they inhabit, peace blossoms can easily disappear into gardens when

PEACE BLOSSOM

Tiny fey, neutral good

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	10 (+0)	10 (+0)	15 (+2)

Senses passive Perception 10

Languages Sylvan

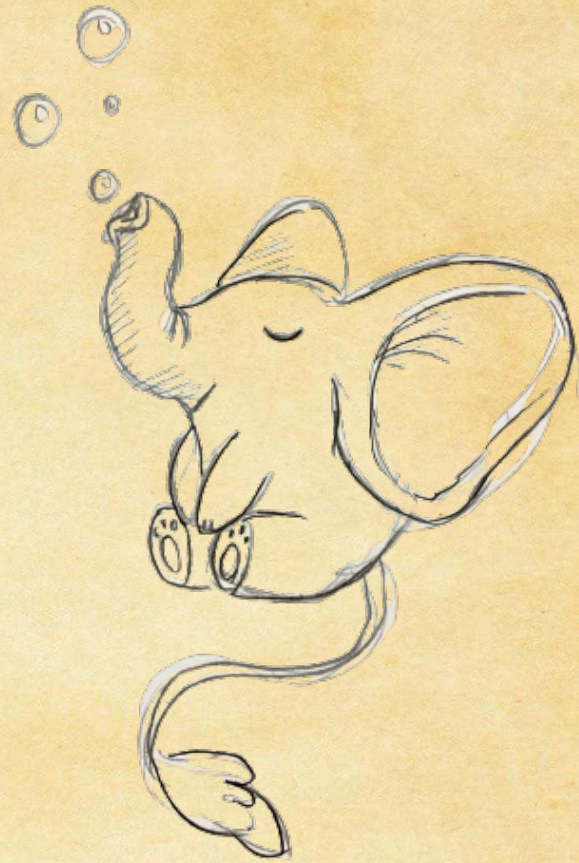
Challenge 0 (10 XP)

Incorporeal. The peace blossom can move through other creatures and objects as if they were difficult terrain. It takes 2 (1d4) force damage if it ends its turn inside an object.

False Appearance. While the peace blossom remains motionless, it is indistinguishable from a tulip.

Innate Spellcasting. The peace blossom's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spell, requiring no material components:

1/day: *speak with plants*



Feywild became so due to repeated magical animation by peace blossoms.

PINK ELEPHANT

Pink elephants are small elephant-like fey who use their large ears for flight and blow pink bubbles out of their trunk. When touched by one of these bubbles, creatures will often come under the same effect as being drunk. However, unlike alcohol, this lasts for a short time and lacks any of the negative side effects. Pink elephants can be found frequenting parties in the Feywild as they love nothing more than to spread a bit of fun with everyone they meet, firing streams of bubbles at partygoers.

Many pink elephants venture to the material plane, often searching for creatures they perceive as needing fun or relaxation and begin firing bubbles at them. This can lead to problems when being drunk is unwise in certain situations. Their fun loving nature and desire to help have sometimes put them in unfortunate circumstances, as there are many creatures who would gladly capture them for their abilities.

PINK ELEPHANT

Tiny fey, chaotic good

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

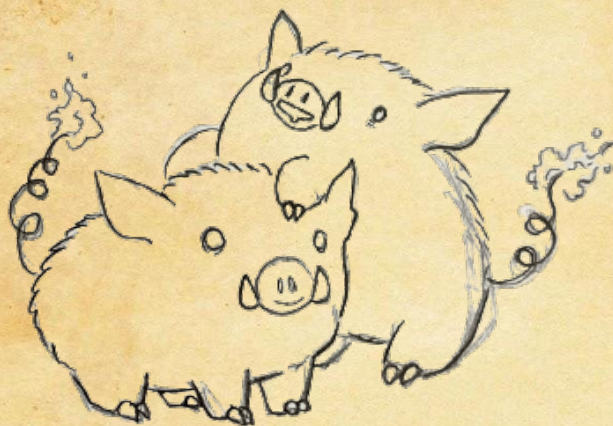
Challenge 0 (10 XP)

Keen Smell. The pink elephant has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Stupor Bubbles. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* The target must make a DC 10 Constitution saving throw, or be poisoned for 1 round.

Trunk. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.



PYGMY BOAR

The boar of the material plane have echoes on the plane of faerie that grow no larger than the size of a guinea pig. These creatures are used as mounts for sprites but are often found rooting through the woods of the Feywild and digging up enchanted tubers, their favorite meal.

Glowing tails. In order to better root around at night time, the pygmy boar did not develop darkvision, but rather a light that emits from the tip of their tail. These make pygmy boars desirable companions for Eladrin making journeys into the Feydark.

QUILLED SEA LION

Tiny fey, chaotic neutral

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	9 (-1)	7 (-2)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 0 (10 XP)

Hold Breath. The sea lion can hold its breath for 15 minutes.

Keen Smell. The sea lion has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Quill. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

PYGMY BOAR

Tiny fey, chaotic neutral

Armor Class 11 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	4 (-3)	9 (-1)	13 (+1)

Senses passive Perception 9

Languages understands Sylvan

Challenge 0 (10 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 2 (1d4) slashing damage. If the target is a creature, it must succeed on a DC 9 Strength saving throw or be knocked prone.

Flame tail. The boar has a flame on its tail that emits dim light in darkness that extends five feet in all directions.

Relentless (Recharges after a Short or Long Rest). If the boar takes 3 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) slashing damage.

QUILLED SEA LION

Long ago, a sea lion slipped into a crevice in a rocky island and found itself lost in a new world, none of its friends or family in sight. It searched and searched this new strange sea it swam in until it finally came across a sea urchin. The sea lion asked the urchin where it was, but the urchin did not know either, but



said it could help the sea lion search for its family if it wished.

The urchin then climbed on the sea lion's back and they searched together. As they searched, the two creatures talked, slowly becoming friends. The hours of searching turned into days, which then stretched into weeks, then later into months and years. Soon, the sea lion forgot what it was looking for, as it realized its friend was on its own back the entire time.

RAHNSWINSAWN

Certain exceptional men of the material plane combine an affinity for solitude with a duty to protect the natural world. They do this work by setting an example for their fellow men in the halls of local governance and through the interactions they have with others. Their noble spirits are echoed in the plane of faerie by the Rahnswinsawn.

Upstanding yarn spinner. The Rahnswinsawn is decidedly set in its ways, unwilling to budge on its moral principles, which are undoubtedly pristine. It will tell stories and proverbs ad nauseum extolling the virtues of freedom and self-determination, especially to those lost in their own moral journeys.

SEGALE

Evil and trickster fey have been known from time to time to steal the shadow of a person who enters their realm and makes a deal they don't understand. When this happens, a segale can be known to follow these creatures and take their place as new shadows.

When not taking the form of a shadow, the segale looks like a throw rug, with two eye stalks that lift up when it is trying to get a view far away.

Trickster spirit. The segale is benevolent, but also enjoys playing tricks such as making a shadow look different than the creature it portrays. If one of your companions has a shadow that inexplicably looks like it has horns, a big nose, a tail, a ballgown, or impossibly large thumbs, a segale may be in your midst.



RAHNSWINSAWN

Tiny fey, neutral good

Armor Class 9

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	9 (-1)	10 (+0)	8 (-1)	8 (-1)	18 (+4)

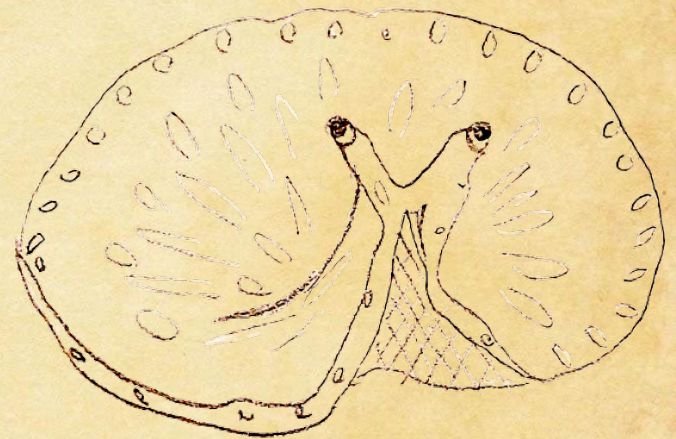
Skills Intimidation +6, Persuasion +6

Senses blindsight 30 ft., passive Perception 9

Languages Sylvan

Challenge 0 (10 XP)

Magic Resistance. The rahnswinsawn has advantage on saving throws against spells and other magical effects.



SEGALE

Tiny fey, chaotic good

Armor Class 9

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	9 (-1)	8 (-1)	3 (-4)	10 (+0)	12 (+1)

Skills Stealth +3

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Amorphous. The segale can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The segale's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spell, requiring no material components:

At will: *minor illusion*

1/day: *alter self*, but only to take the form of a shadow

SHEVISHAES

Small fey, chaotic evil

Armor Class 12

Hit Points 2 (1d6 - 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	9 (-1)	17 (+3)	10 (+0)	12 (+1)

Skills Deception +5, Performance +5, Persuasion +5, Stealth +4

Senses passive Perception 10

Languages All

Challenge 0 (10 XP)

Forbiddance. The shevishaes can't enter a residence without an invitation from one of the occupants.

Mimicry. The shevishaes can mimic any voice it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Nose sensitivity. Any bludgeoning damage taken on its nose will cause the shevishaes to be stunned until the end of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 2) piercing damage.

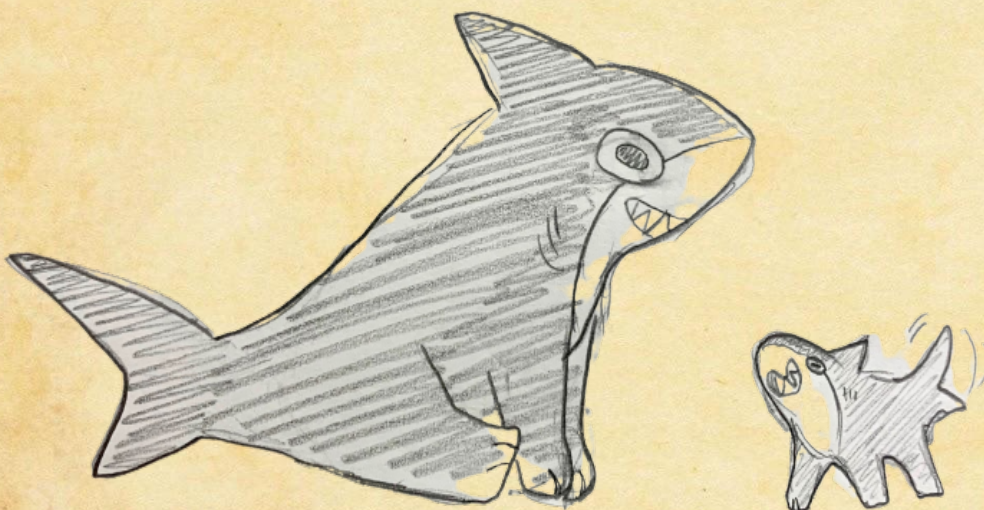
SHEVISHAES

A shevishaes was once a menace to Fey everywhere, but now is no more than a simple nuisance. These creatures used to stand as tall as large humanoids and would wait at an unsuspecting creature's door to their home, wooing them to open the door with perfect impersonations of loved ones and other visitors before they would devour them whole.

After the blight of the shevishaes had grown too wide across the Feywild, a powerful Archfey was successful in casting a far-reaching spell using deep primal magic of the Fey. This spell reduced all the Shevishaes of the Feywild to the size of housecats, making them no longer dangerous to anything but the tiniest of fey.

The shevishaes continue on with their antics, but are treated as no more than simple pranksters now. While they still are able to kill the occasional pixie or sprite, they are considered a nuisance at worst to the fey.

Weaknesses. The shevishaes has two weaknesses that fairies share with each other in poetry and folklore. First, they cannot enter a home without being invited first. Second, they can be easily repelled with a hit to the nose. For this reason, many of the small feyfolk have side windows in odd locations and a mallet hanging next to their front door in case they receive an unwanted visit.



SPIORA

Deep in the Feywild dwell spirits that live among the trees and foster their growth and development. The spiora cares about trees and plants first, spending all its time caring for the foliage of the Feywild.

Green souls. The spiora are echoes of gardeners who are arborists of the material plane, their spirits imprinted on the plane of faerie by their devotion to nature. Each spiora maintains a marker of that spirit: for instance, a gardner who mainly worked on fruits will have a spiora who grows massive pumpkins, a winged tiefling arborist may have a spiora with wings itself. Some spiora are even said to have vague recollections about the lives they come from in the Prime Material.

SPIORA

Tiny fey, neutral

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	8 (-1)	7 (-2)	12 (+1)	13 (+1)

Skills Nature +2, Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Innate Spellcasting. The spiora's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spell, requiring no material components:

At will: *druidcraft*

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 1 slashing damage.



YOMEHAY

The failed experimentation of hags with deep magic led to the twisted creature that is the Yomehay. Constantly covered in a thick layer of mucus, this creature is hideous to behold, though some mages enjoy conjuring them in order to create a certain image.

Cursed creature. The Yomehay knows it is cursed and lives its life in awareness of this. Some believe they were once frogs, others think they were owls. What every Yomehay knows, however, is there is no returning to the creatures they once were. For this reason, the Yomehay is angry at creatures different from itself and lash out at them aggressively if given the chance. Some mages, however, have found their own ways to tame the Yomehay and make good use of it despite its volatile nature.

YOMEHAY

Tiny fey, chaotic evil

Armor Class 12 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	14 (+2)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 0 (10 XP)

False Appearance. While the yomehay remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.



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Streaming Highlights

This month we enjoy streams that aid our in-world travels, raise money for great causes, and show the power of co-DMs!

by Matt Chapman, Jack Dixon, Christian Hoffer, Oz Mills, and Octavia Wolton



THE TRAVEL LOG

Lily Lavin and Steven Hoffart are the presenters of *The Travel Log*, a podcast series that delves into the lore of Faerûn, one location per episode. Week by week, town by town, they set out to explore every stop on the canonical Faerûn map, starting in Turmish.

“I’ve been with D&D since fifth



edition's inception," says Lily, who explains that she and Steven have complimentary roles on the show. "The dynamic we've created is that Steven comes in and looks at all the lore with new eyes, while I bring in all the detail and stories.

"For example, a remorhaz will be mentioned and I'll say, 'This is what a remorhaz is, and here's a story about these creatures from a campaign I've played.' Or he'll mention a far-off city that we don't quite have time to cover, and I'll be able to fill in that little gap."

Play Episode: Baldur's Gate Pt. 1

Steven's role sees him research the podcast topic before recording, as well as editing each episode once it's in the can. He recognizes that his preparation can sometimes be quite involved.

"My role is to expound this studied lore. But I'm still quite new to D&D so I like to go through all the old books, scroll through **Ed Greenwood's Twitter posts**, and browse forums to find all the lore I can," he tells *Dragon+*'s Oz Mills. "I really enjoy that treasure hunt aspect of it."

It quickly becomes clear that these two travel guides have a long journey ahead of them. They intend to sweep through Faerûn systematically, talking about every location they can find. And some places are easier to talk about than others.

"I'm nervous about the day we have to record a Waterdeep episode. We just discussed Baldur's Gate and there's so much information in the episode that it's being split into two parts. I can't imagine how

long the Waterdeep episode will be,” Lily says, joking that certain areas on the map of Faerûn might appear quiet, but things are not always what they seem. “I know there are a lot of sleepy towns, but there are also a bunch of towns that you think are going to be quiet, only to find ten pages’ worth of lore about them!”

“You know that you’ve stumbled upon an old D&D module,” Steven adds, “when in the lore it says, ‘and a group of adventurers dealt with it’, and you just have to accept that.”

[Play Episode: Elkazar](#)

The two hosts hope that their series inspires others to investigate some of the lesser-explored areas of Faerûn, as not everyone has the time to comb through all the lore. By giving DMs and players tidbits here and there, their plan is to deliver a few pieces of information about a location that can easily be picked up and used.

Forty episodes in, Steven maintains the excitement of the series by treating a location’s facts as a gift to his co-host. “If I ever discover a piece of lore that is meant to be secret, like a vampire queen lives there, I think ‘Oh, I know Lily will be stoked’ and I get really excited about that,” he explains.

“I didn’t realize you did that”, Lily admits with a smile, “but I love it.”

[Play Episode One](#)

You can find episodes of *The Travel Log* podcast at [Apple Podcasts](#) and [Soundcloud](#).

SCRY SOCIETY

“They say not to judge a book by its cover, but I first got into Dungeons & Dragons when I checked out the v.3.5 *Monster Manual* at a local library, specifically because I thought the cover was awesome!” says Nick Galvin, who’s been playing D&D for a little over 20 years and runs the monthly *Scry Society* livestream. Its one-

shot campaigns feature live donations that affect the storyline, with proceeds going to deserving causes.

Scry Society has raised over \$2,000 for a host of charities since it started in 2020, including the **Trevor Project** and **The AbleGamers Foundation**. The stream also uses content from a diverse range of creators and invites guest players along for the ride each month.

Charity One-Shot for AbleGamers

Nick says his initial goal was to raise money for charity by playing D&D and other games. But the more he thought about it, the more he realized he also wanted to bring people together in the TTRPG community.



Nick Galvin

“In the first year of the pandemic, I spent most of my time at home with my family and our small bubble. During that time, I became an

active member in the TTRPG community on Twitter and Discord, participating in charity streams, publishing my first adventure, and meeting people who have become some of my closest friends. I felt it was important to bring others together to enjoy that same positive experience,” he tells *Dragon+*’s Jack Dixon.

Nick says one of his favorite things about *Scry Society* is the people he gets to meet and play with. But he also relishes the interactive nature of the games, thanks to the donation incentives the audience can access during the livestream.

“Viewers can affect the game by sponsoring something as simple as a bonus d6 for a player, all the way up to having them draw from the *deck of many things*,” he reveals. “I can never quite predict how those things will affect the game, but they have honestly led to some of our most memorable moments.”

Charity One-Shot for ProLiteracy

Nick also recognizes how important it is that diversity plays a part in *Scry Society* adventures. He’s always had a commitment to feature a diverse selection of players and characters, using content from a wide range of creators.

“We’ve featured guest players who are BIMPOC, LGBTQIA2S+, disabled, chronically ill, and neurodivergent, and I strongly encourage other diverse or marginalized folks to sign up on our [interest form](#)!” he says.

“I’ve also focused on featuring adventures or modules from a diverse range of content creators. A recent adventure came from the *Uncaged Anthology*, which features mostly women and non-binary writers and artists from around the world.”

“My primary goal is always for the players to have fun. Full stop,” Nick says when we ask about his Dungeon Master style. “That being said, when it comes to live-streamed games, I will admit to hamming it up a bit more, offering players more leniency when it comes to the rules, and fully encouraging all of the cheesy puns that have become a staple of the *Scry Society* Twitch chat.”

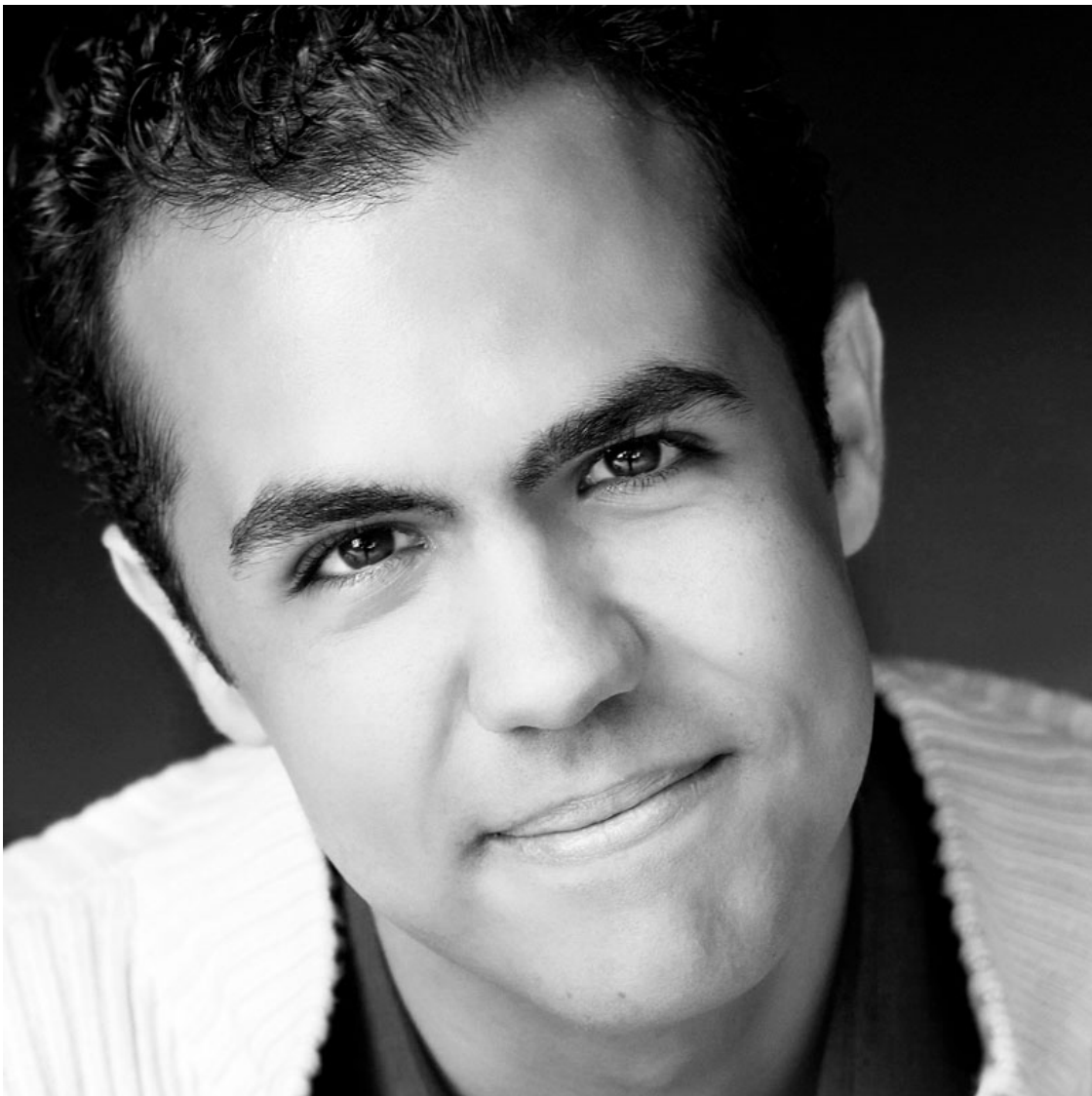
***Scry Society's Dungeons & Dragons* charity game airs monthly at its official **Twitch channel** and you can connect with Nick Galvin on **Twitter**.**

RIVALS OF WATERDEEP

It's all change for season eleven of *Rivals of Waterdeep*, as the revolving DM's chair beckons two former players. Brian Gray and Eugenio Vargas (usually playing as sorcerer Virgil and rogue Kent, respectively) are the latest players to take up the mantle of Dungeon Master. They share the responsibilities as they lead Shareef Jackson (warlock Shaka), LaTia Jacquise (aarakocra monk D'Hani Lai), Masood Haque (druid Gazrick Nomrad), and Tanya DePass (paladin/ranger Selise Astorio) through further adventures.

What's it like to take the reins in a campaign where everyone eventually gets their shot at being the DM?

Brian Gray (BG): In a word: Terrifying. This is my first time as a DM for anything, anywhere, and it's on a long-running show?! I'm nervous and excited every week, but I'm learning a lot and Eugenio and I are getting into a nice groove. I haven't let the power go to my head too much, but it can be overwhelming at times to realize that the story we tell becomes part of the show's canon, for better or worse.



Eugenio Vargas

Eugenio Vargas (EV): I love it. Everyone on the crew has had a chance to DM at some point, so they all understand the challenges firsthand. Brian and I have joked several times this season that we love running for these players because they *always* take the bait we set out. I think that's at least in part because they've been on our side of the DM screen and they know what it's like to scramble when the players go left instead of right.

Season 11 Premiere

How did your turn as co-DMs come about?

EV: As we were making plans for *Season 11*, Brian and I were the only cast members who hadn't had a turn behind the DM screen. I thought Brian might be too nervous to volunteer to DM on his own,

and I was concerned about having the time and bandwidth to run this game on top of all of my other projects. I believe it was Tanya DePass who suggested a co-DM situation, knowing Brian and I worked well together as Kent and Virgil—our characters on the show. I immediately leapt on the idea. And with only a little coaxing, Brian agreed.

BG: Eugenio and I joined the cast at the same time and our characters are romantically involved. It seemed like an interesting idea that he and I should take the same chaotic energy we share when we play and apply it to co-DMing the season. It's something *Rivals of Waterdeep* hasn't done before and I think it's working really well! Eugenio and I have developed a good sense of each other's reactions and timing, and that's been a huge help.



Brian Gray

How do you prep for an episode as co-DMs?

BG: Every episode is very much a collaborative effort. Eugenio and I keep a shared document with notes and story ideas to help us sketch out the big and small moments of the season as we go. Each week we'll contribute our thoughts and comments on each other's notes. We also have a scheduled call to go over the previous week's session, discussing how it impacts our story ideas, putting together a rough outline of what we want to happen in the next session—player-induced chaos notwithstanding!

EV: As ideas come to us throughout each week, we add to that document. Then we'll hop on a call together to compare notes and put together an outline of what story beats we want to hit in that week's episode. We try to keep it pretty loose since no DM's plan ever fully survives contact with players, and so far it's worked out pretty well!

Season 11, Episode 2

Do you both have different strengths you bring to the game?

EV: I'm sure Brian will say that he relies on my nerdy, encyclopedic knowledge of game mechanics and world lore and not mention how valuable I find his ability to center the characters and their histories in every beat of our story. We definitely both have our strengths, but what's been so great about co-DMing with Brian is that we often seem to share a brain when it comes to improv and reacting to whatever the characters do in the moment. Sometimes we'll plan in advance which one of us will give voice to a particular NPC or describe what the characters see at a particular location. But, for the most part, we take things as they come, passing the spotlight back and forth more by feel than by premeditation.

BG: I have more familiarity with D&D than actual experience playing it, so I lean on Eugenio's experience when it comes to places, names, mechanics, storytelling, and world lore. I'd like to think that what I bring to the table are concepts and ideas that aren't bound by what "usually" happens in a D&D campaign. But, as Eugenio says, the two of us frequently comment that we "share a brain," and we're far more likely to build on and refine each other's ideas than clash. Our ability to improv off of each other while maintaining the same

end goal, first as cast members and now as co-DMs, is a delight.

Season 11, Episode 3

What are your tips for handling the inevitable D&D chaos when there are two of you running the game?

EV: You must trust your co-DM partner, first and foremost. Disagreements about the story are a healthy and helpful part of creative collaboration, but those conversations belong in the pre-show planning meetings. Once Brian and I are live, we trust implicitly that we both have the same basic story in mind. If one of us does something that seems to run contrary to what we had planned—which doesn't happen often—we're confident there's a good reason and that it will all serve the greater narrative in the end.

BG: Trust your co-DM, trust your players, and make sure to check in frequently with everyone. With *Rivals of Waterdeep*, everyone at the table has been the DM for at least a season, so they all understand what it's like when players will be players! Eugenio and I are also fortunate that we can take advantage of technology during our sessions.

EV: Communication is the other key to successful co-DMing. Brian and I are constantly passing virtual notes back and forth during sessions, adjusting plans, checking in on ideas, and deciding who's going to respond next to whatever is happening.

BG: There is a constant private message backchannel between the two of us to keep us on track with our story notes, and sometimes there's even real-time dialogue being given to each other. Our *Season 11* finale is set to be at PAX Unplugged and I have no idea how it's going to feel to co-DM live and in person with Eugenio. This will also be the first time the cast has played together in person for quite a while, but I think it will be glorious.

***Rivals of Waterdeep* airs every Sunday at 10am PT / 12pm CST / 1pm ET on its official Twitch channel and the official D&D Twitch channel.**

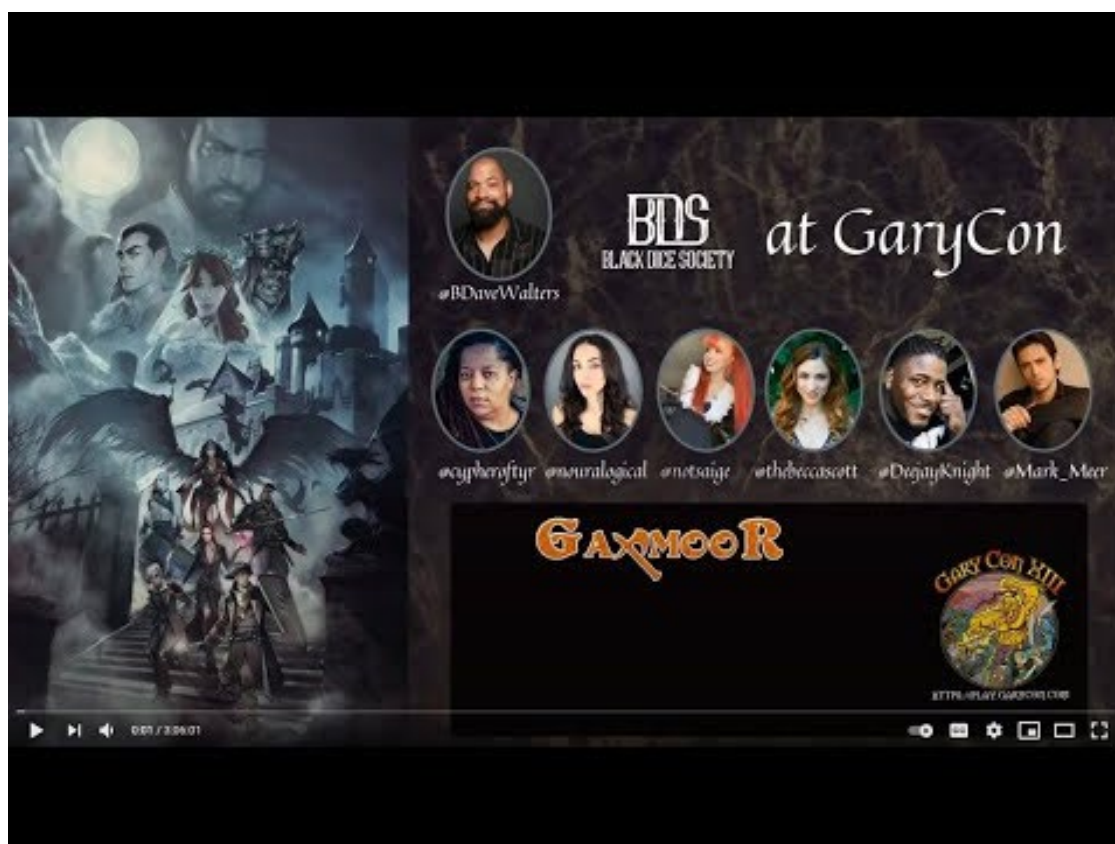
BLACK DICE SOCIETY

The members of the *Black Dice Society* have come a long way since their first encounter in The House of Lament at Gary Con XIII. For months, these characters have dealt with the machinations of classic Darklords such as Azalin, Strahd, and Lord Soth. Many of the characters who make up this cast of adventurers have a personal tie to Ravenloft, including the stalwart Brother Uriah, played by voice actor Mark Meer.

WARNING: CONTAINS SPOILERS

When we **first spoke** with Dungeon Master B. Dave Walters, he was cryptic about whether a character born in the Domains of Darkness had the capacity for good. While Uriah is decidedly “lawful good,” the character’s journey through the Mists has teased a surprising tie between the cleric and a classic Ravenloft character.

“It appears that Brother Uriah is a clone of Azalin Rex,” Mark Meer tells *Dragon+*’s Christian Hoffer. “In the lore of Ravenloft, Azalin has launched numerous schemes to try to escape his prison in the Domain of Darkon. And those schemes have often involved cloning himself. Uriah does appear to be a cloning project that was perhaps abandoned. While he was raised by a family in Darkon, it was revealed that his loving father—who taught him about the value of being a lawful citizen—was actually an agent of the Kargat, Azalin’s secret police.”

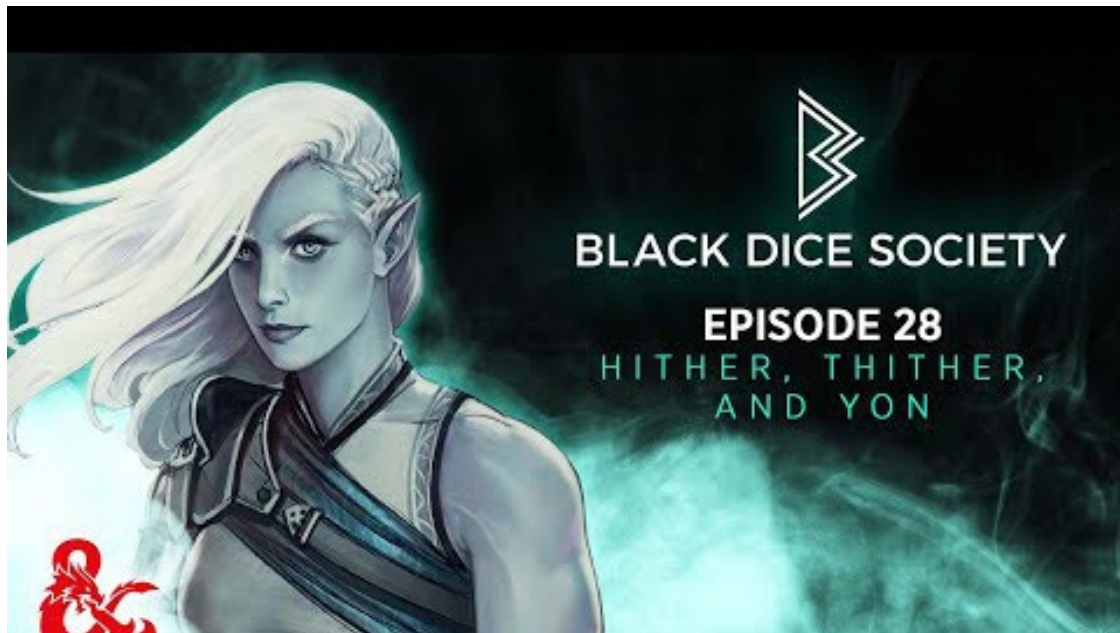


Richten's Guide to Ravenloft. Azalin's appearances in *Black Dice Society* were also played by Mark in full costume and prosthetics, strengthening the possible ties between Uriah and Azalin.

Although filled with dread and moments of terror, Mark has enjoyed his time on the show, in part thanks to the expert storytelling of both Walters and the rest of the cast. "Being a Dungeon Master myself, I am always in great admiration of B. Dave's skill and style," Mark says. "He does a great job of moving the narrative along, making sure that threads don't get dropped, and foreshadowing months in advance. If you go back and rewatch episodes, you realize, 'Oh, yeah, he did tip the hat to that!'"

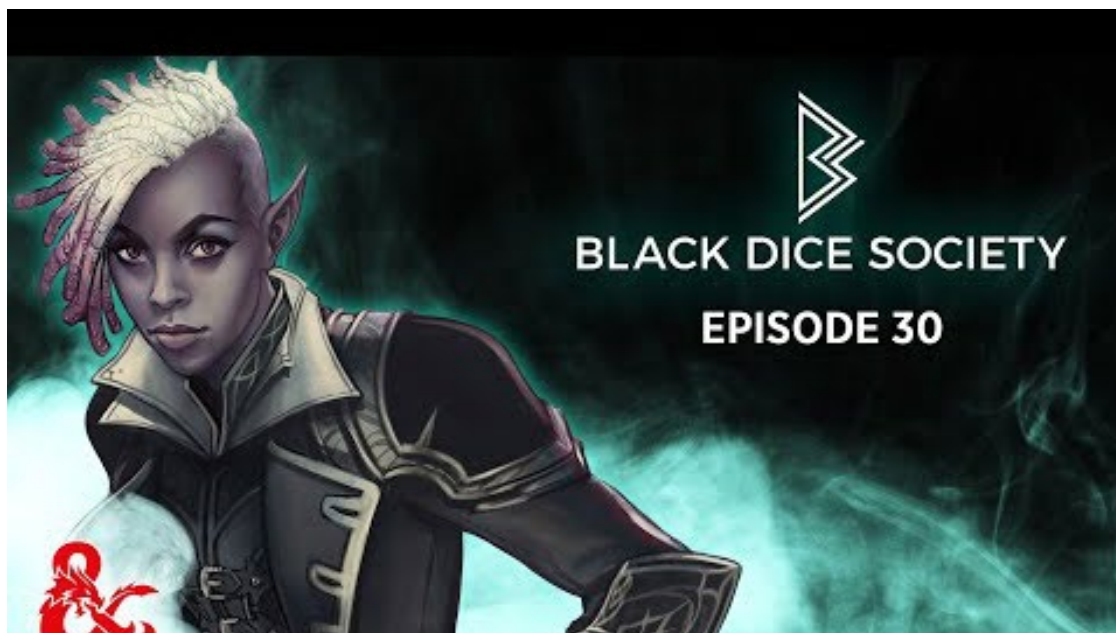
Mark also points to the growing relationships between Uriah and the other characters, including a slowly building romance with Noura Ibrahim's Nahara, as well as several standout moments with other cast members. "I love the way that Valentine [played by Saige Ryan] has slowly revealed a bit of a heart," says Mark. "And it is fun watching her admit that she cares for other people besides just herself. Also, DeeJay Knight as Desmond has had some amazing moments, including becoming the monarch of the Witchlight Carnival. He pulled out all the stops to cosplay as a unicorn. How do you compete with that?"

Although much of the *Black Dice Society* is set in Ravenloft's haunting Domains of Dread, that recent detour into the Feywild saw them engage with an adventure inspired by *The Wild Beyond the Witchlight*.



“The Feywild is certainly a lot more whimsical than Ravenloft tends to be,” notes Mark. “And that’s been quite interesting because Uriah was born in this horrible Domain of Dread and that’s all he’s ever known. From his perspective, the Feywild’s an incredible place. Obviously there are dangers, but it is very liberating for him to not be under the thumb of Azalin and to be away from such crushing, oppressive dread.”

Once the party’s business in the Feywild is complete, its band of adventurers may have to confront the Darklords who have manipulated them since the beginning. “It’s obvious that a big conflict is coming,” says Mark, who filmed the finale after speaking with *Dragon+*. “We’ve got Azalin and Strahd von Zarovich in the mix. Sooner or later, we’re going to have to face one or both of them. Luckily, the two hate each other immensely. A clever party might be able to use that to their own ends. Hopefully, we’re the kind of clever party that can manage to do that.”



Black Dice Society airs every Thursday at 4pm PT / 7pm ET on the **D&D YouTube channel**.

NIGHTS OF EVENINGSTAR

If you're looking to catch up with this popular livestream, we have just the thing for you. We asked Dungeon Master Mark Hulmes to craft a "Previously on *Nights of Eveningstar*" to catch fans up ahead of the new season, and we can't help but imagine him reading this in the quick-fire style of *Ant-Man*'s Luis.

WARNING: CONTAINS SPOILERS

Queen Raedra Obarskyr of Cormyr has entrusted the village of Eveningstar, as well as its surrounding lands, to a group of young nobles, advisors, and adventurers to build and grow.

The group includes Agnis and Tarkhal Crownsilver, siblings belonging to a noble Cormyr family who have been granted the title of Baron and Baroness of Eveningstar. Agnis is a wildfire druid with ambitions to take on the traditions of nobility, though her lack of experience and life of privilege often make this harder than she would like. Tarkhal is a rogue and former woodsman, raised in the forest by his father and elevated to nobility. Alongside these two

nobles are Azara Mithras and Clyve of the Wildmane. Azara is a sorceress and newly converted priestess, a war wizard of Cormyr and Eveningstar's official Magister. Clyve is a leonin from the Feywild who has been sent to observe and evaluate the people of Eveningstar.

In their adventures so far, the group has come into conflict with another Cormyrean ruler, Lord Davian, who is accused of an assassination attempt against them as well as sparking a conflict between Cormyr and the Fey Courts. These actions served to introduce the party to a young woman called Willowsong, whom Tarkhal has grown very... close... to. While managing Eveningstar, the party also took on a job to recover a lost heirloom for a wealthy recluse. This quest took them to the haunted ruin of Castle Braewinter in the Shadowfell, and saw them battle a shadow dragon.

In season three, the party took time to rest and recover from these harrowing adventures and chanced upon a book from Candlekeep that transported them to a magical day spa and former temple to Sune. Their relaxing break was ruined by the discovery that the temple had been taken over by a disguised hag coven. After defeating the hags (two of whom escaped) and reversing their military commander Ilyssa's curse, the group have returned to Eveningstar to focus on expanding their territory.



Dragon+: Courtly intrigue and kingdom management was a big part of this game when it started. Has it retained that feel as you've progressed the storyline?

Mark Hulmes: The first season of *Eveningstar* definitely focused more on those elements, with the players picking buildings to construct in their town, recruiting NPCs, and a fair bit of courtly intrigue in the city of Arabel. But seasons two and three focused more on the traditional D&D adventuring and inter-party socializing. That said, season four is going back to the campaign's original design and intention and I've done a lot of work to add in some fun stuff for managing the kingdom.

You shined a light on a part of Faerûn that's often overlooked by setting it in Cormyr. Do you feel like you've put your stamp on that corner of the Forgotten Realms?

Mark Hulmes: I don't know about that! I've already been very "loose" with the established lore, so I'm not sure if anything in *Eveningstar* could be called canon! The players all wanted to be elves when I first told them about the concept, but Cormyr is a predominantly human kingdom so I had to do some lore wrangling to make it work! But I do think Cormyr is the *perfect* part of the Realms for this kind of kingdom management game. It's a great mix of medieval England and France, with Camelot/Merlin vibes that works so well in fantasy.

How are you handling the drama/threat as the characters reach higher levels?

Mark Hulmes: It can be hard to manage high-level play in D&D. Not just in combat encounters but also when keeping the tension and personal stakes at the right levels. It's a balancing act that sometimes you miscalculate. As we only play short sessions, we're often only doing one or two combat encounters per long rest so I use a lot of homebrew modifications to make it a challenge! For season four, the players really want to focus on the town itself and developing their relationships with each other and the NPCs. If that means the season is a little less dramatic or threatening, that's okay too.



Nights of Eveningstar Season 4 launches shortly on the official **D&D Twitch channel** and you can connect with DM Mark Hulmes on **Twitter**.

INVITATION TO PARTY

Hot off the success of *D&D Live 2021* (featuring celebrities such as Jack Black, Tiffany Haddish, and Patton Oswalt), G4 and Wizards of the Coast continue their partnership to create a weekly D&D series focusing on improvised comedy, entertainment, and accessible gameplay. For the first time, TV audiences will be able to see the joy of friends rolling dice together and the drama of a natural 20 rolled for a critical hit!



Dungeon Master B. Dave Walters takes charge of an intrepid party of adventurers that includes comedians and content creators Indiana Black (also known as Froskurinn), Kassem Gharaibeh (Kassem G.), Fiona Nova, and Ify Nwadiwe. Together they'll roll the dice for

riches, glory, and survival, as they get out from behind the table and improvise their roleplaying encounters with each other and a revolving roster of guest NPCs. All the action takes place in G4's purpose-built broadcast studio, in a tavern set lovingly dubbed "The Rotted Gut."

Viewers who watch the show's livestream on Twitch and YouTube will also have a hand in the action, as they'll be able to directly affect gameplay via real-time voting. Outrageous prompts, story beats, NPC characters, and obstacles will be imagined and sourced by viewers at home and in-studio, for the DM and players to execute.

***Dungeons & Dragons Presents: Invitation to Party* debuts live on G4's **You**Tube and **Twitch** channels on Friday, November 19, 2021 at 3pm PT; and airs on television on the G4 cable channel on Monday, November 22, 2021 at 6:30pm PT.**

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Community Poll: Spellcasting Focus

Revealing fun and unusual spellcasting aids that go beyond the traditional rod, staff, or wand.

The way you cast spells in fifth edition D&D differs depending on your class: it might require faith, arcane study, borrowed power, or natural aptitude to get the desired magical results. Slinging spells can also eat away at your portion of the party's treasure, as you throw 10 gp worth of materials into a brazier to reinstate yet another fallen familiar!

But many spells can be cast without consuming any materials, as long as a caster has the necessary components to hand. On those occasions, a spellcasting focus can stand in for those components and allow the magic user to successfully cast the spell. Traditionally, an arcane focus might take the form of a crystal, orb, rod, wand, or staff; a druidic focus might be a sprig of mistletoe or a totem; and a cleric or paladin might wield an amulet, emblem, reliquary, or other holy

symbol.

And unless you're one of the many versions of **Manshoon**, your spellcaster is a unique individual. One way to showcase their singular style is for the Dungeon Master to allow them to choose a spell focus that goes beyond the traditional wands, crystals, and staves. With that in mind, we asked the Dungeons & Dragons community on **Facebook**, **Instagram**, **Reddit**, and **Twitter** to answer the following question:

What fun or unusual item might you use to channel your magic spells?

Our selection of your favorite responses appears below. Some of those brilliant suggestions have been brought to life for *Dragon+* by artist **Mark Mitchell**, with the addition of a couple of existing images by artists **Luke McKay** and **InktaillPlush**.

Nathan B.

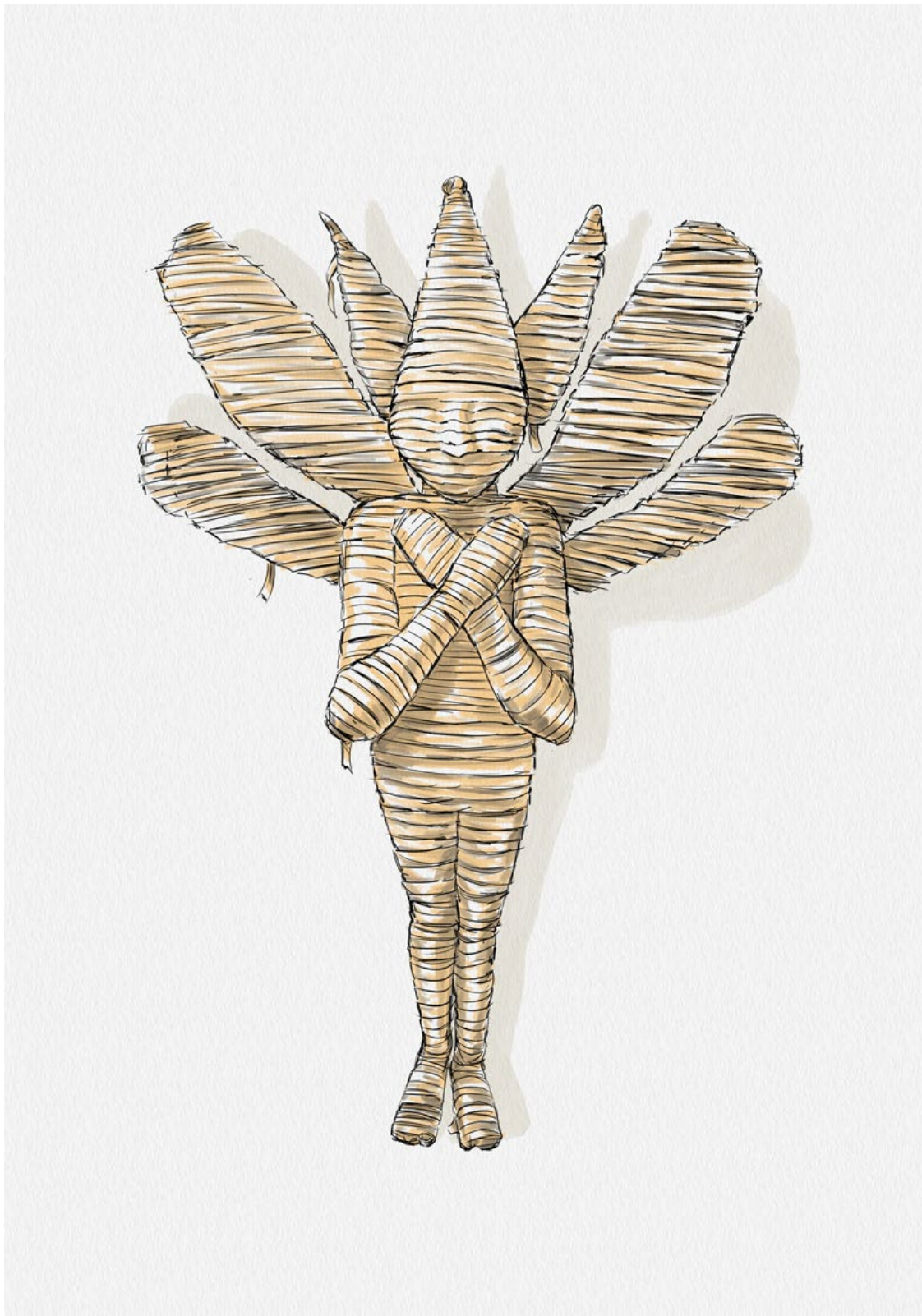
An ornate dagger that was used to kill someone you loved. It is now your only remaining physical connection to that person, which allows you to channel your magic through the weapon as your spellcasting focus.

Hayley F.

A makeup brush that can be used to point and evoke spells. With flourish!

Dave G.

A mummified fey creature such as a fairy or pixie.



(select to view)

Jane D.
A warforged's severed arm.

Daniel D.

A deceased mentor's skull that whispers in their voice, advising its former protégé and being particularly powerful when used for divination.

Matthew R.

A small clay pot containing the spirit of a powerful spell caster.

@ed_fortune

A rune-covered glass eye, made from material salvaged from a sand golem killed by a *fireball*.

Paul K.

A large glove made out of a dragon's claw. The creature's roar can be heard when you cast a spell that deals the same damage type as the dragon's breath weapon.

Grey Patton

A pocket watch that's especially adept at casting divination and most powerful when used by a chronurgy wizard.

@mermerchan13

An unloaded hand crossbow. An enemy might make fun of you for pointing an empty weapon at them, until you chant some words, pull the trigger and fire off an attack spell.

David A.

A jewel-encrusted eyepatch.

Elizabeth R.

The B.A.S.S. (Bad Ass Sonic Smasher) guitar, which casts spells in a rock and roll style!

Nathan W.
A magical nose ring.

@InktaillPlush
Artificer plush toys made for specific spells: red dragon for *firebolt*; polar bear for *ray of frost*; skunk for *poison spray*; spider for *web*; etc.



© InktaillPlush

Maverick S.
A rubber duck.

@NoseyCynic

A set of keys that “unlock” the chains of a fiendish patron, allowing their magic to affect this plane.

@SwordTabby

A locket that channels magic using the emotions of the memory pictured inside.

Wyatt F.

The spurs on a pair of cowboy boots for that jingle, jangle *fireball*.

@rafudo_

An artificer’s soup ladle that produces flaming hot sauce for a *firebolt*, and delicious chicken soup for *cure wounds*.

Dave G.

A lich’s phylactery on a necklace.

@Patient_094

A Prince Rupert’s drop [a toughened glass bead created by dripping molten glass into cold water, solidifying into a tadpole-shaped droplet with a long, thin tail] that adds tension because everyone knows it has to break eventually.

Chris M.

A monocle.

@DinnerPartyDan

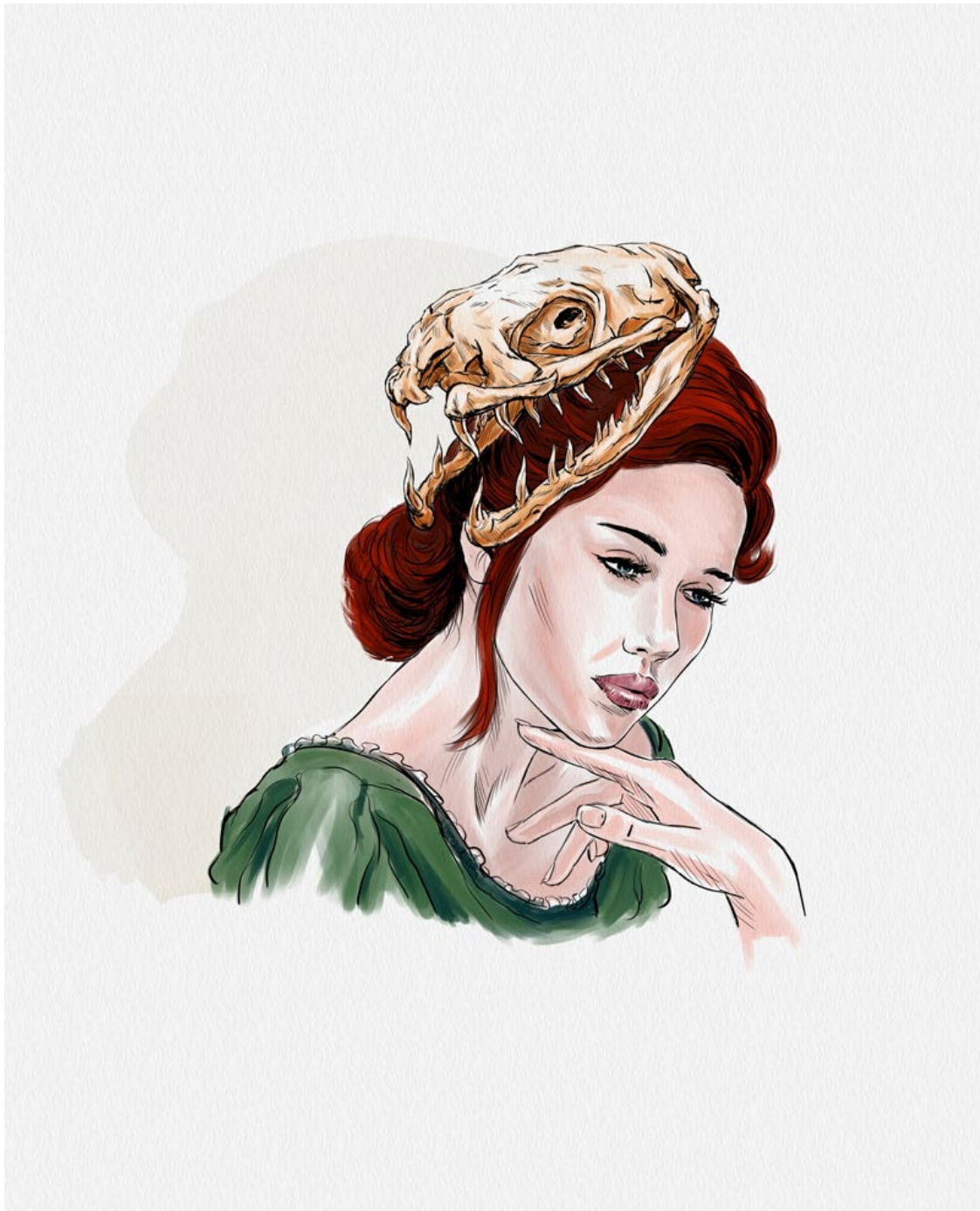
A golden tooth for a kobold that yearns to be a dragon. Channeling magic through the tooth makes ranged attacks look like breath weapons.

Artemis K.

A steel gauntlet with a personal sigil adorned upon it.

Adrienne H.

A giant snake's skull that's been turned into a fascinator (a large, decorative headpiece).



(select to view)

Kailey P.

A ring made from the bone of an animal you killed.

@trobs1498

A sprig of poison ivy that has wrapped itself around a weapon.

Matt C.

A brightly colored parasol that emphasizes any push action if you open it in the direction of the target while casting.

@phyrehawk

A dragon's scale fused to your forearm, which is both your source of power and a reminder that the dragon is your patron.

Tobias R.

Gauntlets that allow you to "punch" your spells into existence.

@SkittleDude60

A bag of seashells, which you put up to your ear to remember the spell.

Noah L.

Round-lensed glasses with runic marks carved into the glass.

@The_EldritchBob

A deck of marked cards.

Dave G.

The severed hand of a once-powerful caster.

@CharityTheGoat

A puzzle box that allows you to memorize combinations of moves to produce a spell's effect.

James W.

A human eye set within a warlock's palm, allowing an untrusting patron to keep a (literal) eye on them.

John T.

A stapler, which is particularly good for healing spells.

@zarasque

A charred fragment of a tree that was struck by lightning on the day you were born.

Jams M.

The hair from your familiar that has stuck to your robe. A small amount disappears whenever you cast a spell. You can recharge by snuggling up during a rest and letting your familiar crawl all over you.

@Dublkros

A dragon's tooth that has been handed down your family line for centuries. It's been fashioned into a tie clip, and every time you cast a spell, you have to adjust your tie.

Angela A.

A set of clawed rings fused to your casting hand.

Eric C.B.

The ventriloquist's dummy that looks like Strahd von Zarovich from Blinsky Toys in Vallaki. It's particularly powerful when used as a spell focus for *vicious mockery*.



(select to view)

@Haunted_Gallows

The eye of a blue dragon that floats around your head, similar to an

Ioun stone.

Bob-Angie M.
A belt buckle.

@cptnvegas
A kazoo, which may sometimes make your spells unpredictable as you struggle to correctly pronounce the incantations.

Joshua J.
A loxodon tusk.

@zuulisness
A dried, pressed flower given to you by your betrothed, encased in resin and worn as a pendant.

Sean H.
A gem containing your imprisoned great, great grandfather. Gramps wasn't exactly evil, but he wasn't good either. Once per day, if he can be persuaded, he may concentrate on a spell for you.

@nnygamer
A rag doll made by one of your parents just before they died. It might be beat up, ripped, repaired, and a little soiled, but it's still recognizable as a version of you.

Emma H.
A rolled-up copy of all the bad reviews a bard ever got for their shows. Spells channeled through this hateful collection feel just a little spikier when they hit.

Chris B.

A single coin of any value, which is required as a down payment by a magic user who can only access their spells when under contract.

@_GareBearStare

A bear hood. The bear's eyes glow and a growl is heard whenever a spell is cast.

Megan H.

A rolling pin for a pastry-loving mage who uses their culinary skills to prepare treats for friends and food poisoning for foes.

@Linus88346017

The shrunken head of a doppelgänger.

Hubert F.

A polished golden mask that only covers your mouth. It looks like a snarling tiger's maw clutching a holy symbol in its teeth.

@OboeLauren

A specially crafted epee that can be used for sword fighting, but can also be bent and played like a musical saw using a bow when you want to channel spells.



© Luke McKay

@jnunotex

A befeathered fountain pen.

Reed W.

A carved piece of an earth elemental, which is shaped like a figurine of the original elemental.

@Gwythen

Ornamental metal cylinders that can be braided into a beard and hair to cast and store spells. The arcane language inscribed on them doubles as a spellbook.

Paul B.

A book titled *The Long-Lost Friend*, whose cover is stitched together using various types of... leather.

@themightytink

A golden tankard with a holy symbol sculpted into one side and an inscription circling the base.

@settiai

A person's physical scars. Magic channeled through them carries the memory of what gave the person that scar in the first place.

Dan J.

A star map carved in scrimshaw on an abalone shell.

@NyxiPlays

A pair of horns worn on the head, designed to make people think the caster is a tiefling.

Graham H.

A talking sword that wants to help its wielder become a better person.

@__rosedrops__

Pocket sand that is thrown at people when a spell is cast.

@Paladin_Ponders

A diamond ring coated in copper to hide its value.

Samuel B.

A shard of stained glass from the church where a cleric or paladin found their faith.

@DoransNDragons
A rune-carved pistol.

Victor N.
A shovel as a holy symbol for a cleric of the grave.

Adam B.
The skull of a defeated enemy, which has been inscribed with runes and has two emeralds set within its eye sockets.

@zarasque
A snow globe that must be shaken when there's a somatic component to the spell so that the snow twirls within it.

Dave G.
A vial of your enemy's blood.

You can also check out our previous *Community Poll* detailing the rare and unusual books you might find in *Candlekeep Library*, as well as your suggestions for **chilling horror trinkets** littering the Domains of Dread in *Van Richten's Guide to Ravenloft*, and **items steeped in dragon magic** inspired by *Fizban's Treasury of Dragons*.

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BRING
DUNGEONS & DRAGONS
INTO EVERY ROOM

UPDATE THE LOOK AND FEEL OF ANY BED
WITH OUR SINGLE
REVERSIBLE PILLOWCASE



DRAWSTRING LAUNDRY BAG
IS PERFECT FOR ANY BEDROOM, DORM, BATHROOM,
OR LAUNDRY ROOM, FOLDS EASY & COMPACT

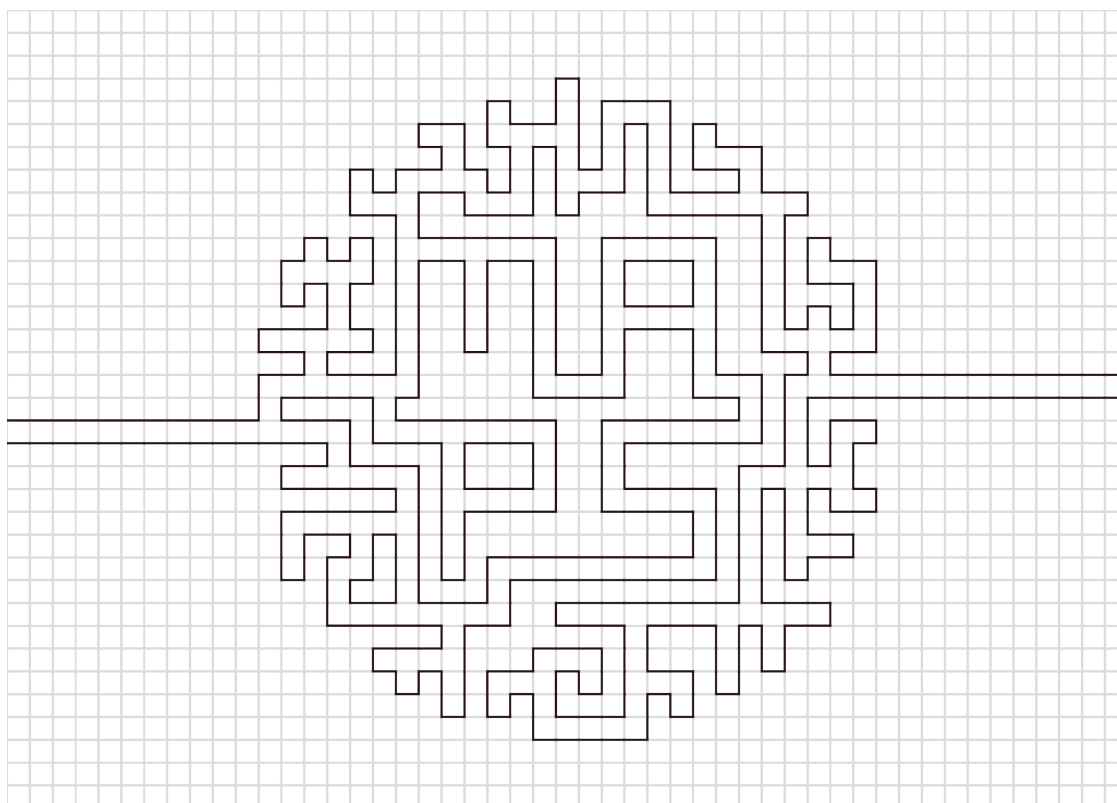
CUDDLE UP WITH OUR
ADVENTURE SQUAD
PLUSH THROW



**Jay
franco**
and sons, Incorporated

Maps (and Art) of the Month

When searching for your next lair, might we suggest a derelict chapel? Or perhaps an abandoned sea cave? How about the caldera of an active volcano? Take your pick, we have maps of them all!



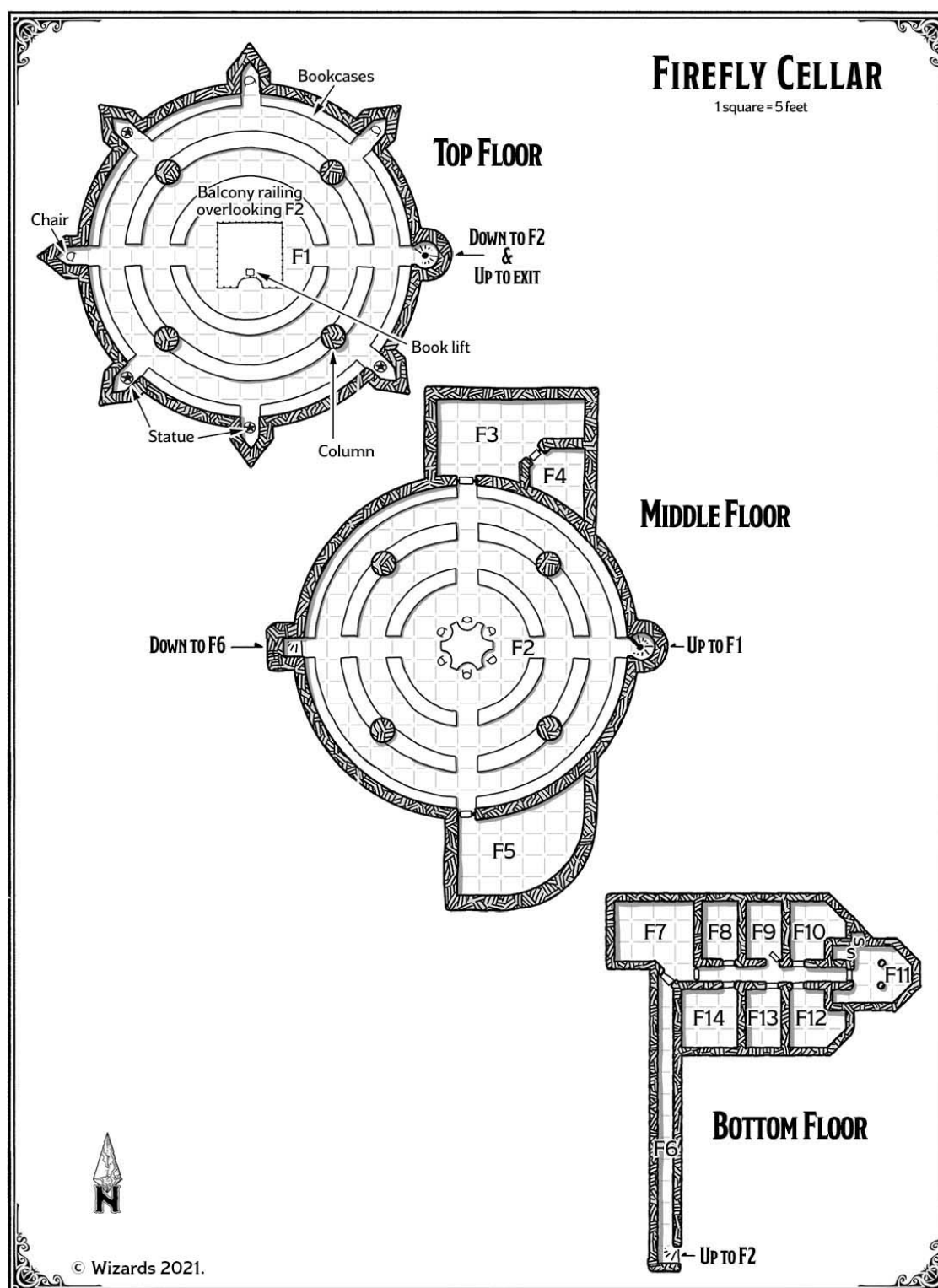
*WARNING: THESE MAPS MAY CONTAIN SPOILERS FOR
CANDLEKEEP MYSTERIES, FIZBAN'S TREASURY OF
DRAGONS, AND STRIZHAVEN: A CURRICULUM OF
CHAOS*

CANDLEKEEP MYSTERIES

With extensive adventure content found within *Candlekeep Mysteries*, we're providing Dungeon Masters further resources to

help run your games. This issue, you'll find maps and illustrations for *"Shemshine's Bedtime Rhyme."*

In this adventure for 4th level characters, a catchy and contagious rhyme traces back to a sinister clockwork book. Written by D&D Studio's Ari Levitch, you can [read our interview](#) with him from a previous issue.



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ART

Candlekeep Mysteries is available now at your **local game store**, bookstores such as **Barnes & Noble** and **Books-a-Million**, or online at retailers such as **Amazon**. It's also available as a digital product at **D&D Beyond**, **Fantasy Grounds**, and **Roll20**.

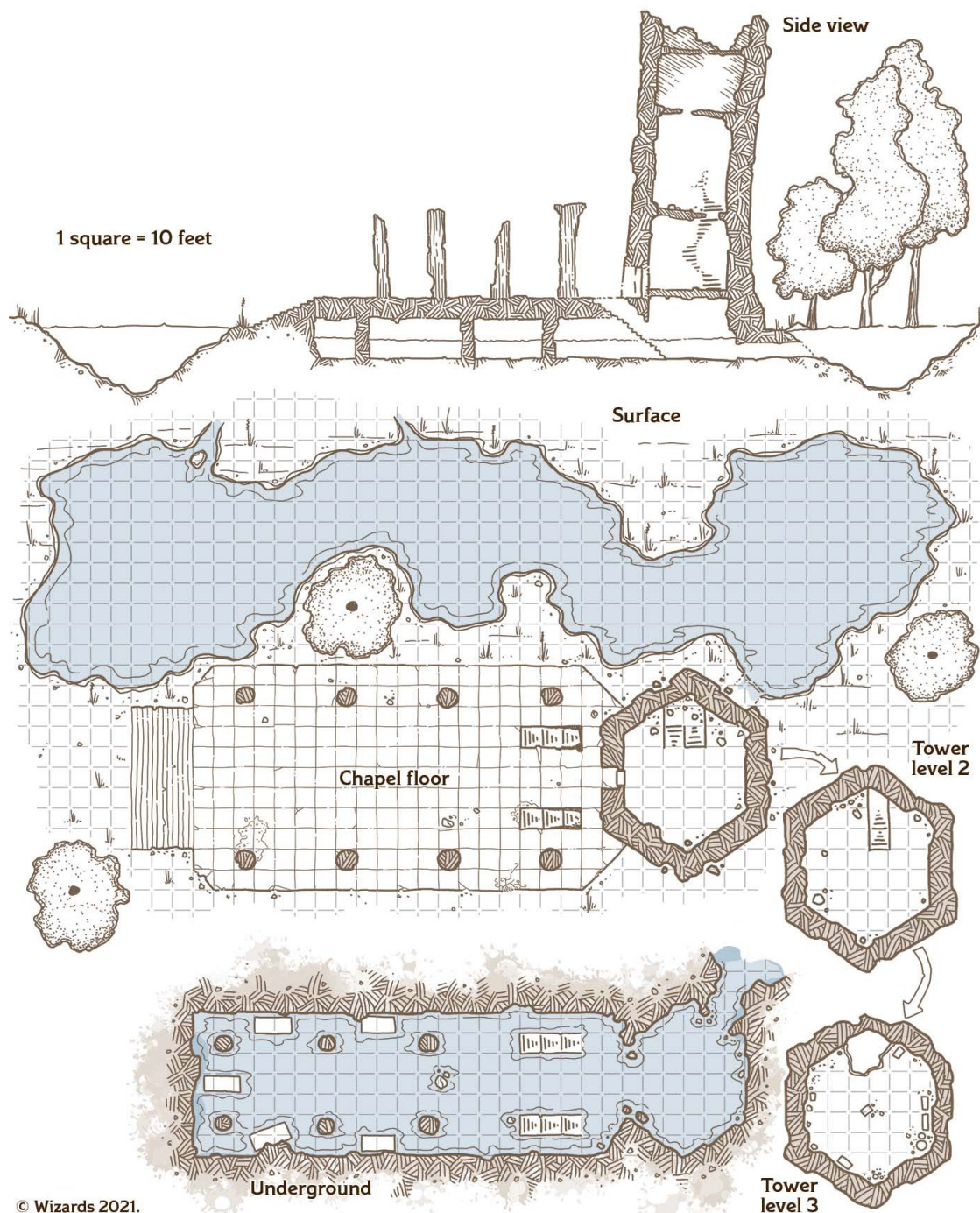
DRAGON LAIRS

Chapter 4 of *Fizban's Treasury of Dragons* details the locales where dragons like to build their lairs. "Home is where the hoard is," after all, according to Fizban. Enjoy this sampling of lairs for use in your games:

Black Dragon Lair

Black dragons prefer to lair in swamps and jungles—the more dismal and fetid, the better. Within these environs, they favor ruins for their defensibility and dreary aesthetic.

The black dragon lair shown in the following map is a derelict chapel, lost to time in a gloomy fen. The building's wooden framing rotted away long ago, leaving a looming skeleton of lichen-covered stone attached to a lone tower.



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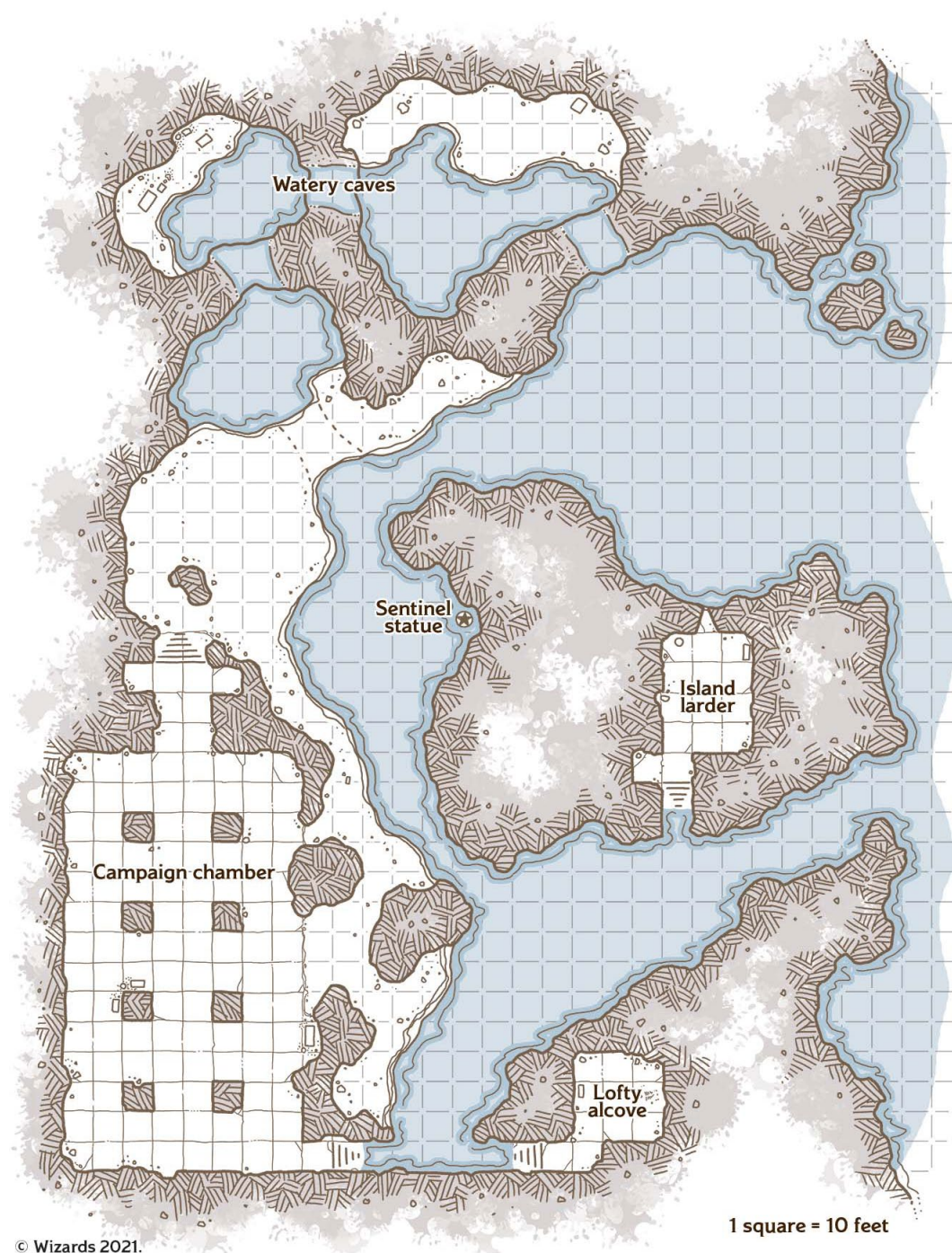
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Bronze Dragon Lair

Bronze dragons typically dwell along rocky and inaccessible coastlines. Some make dry homes atop lonely sea stacks, while others favor completely submerged lairs in sunken ruins. Many seek out

strongholds straddling land and sea, with access to both dry and flooded chambers.

The bronze dragon lair shown in the following map is a set of sea caves that once served as a dwarven military outpost.



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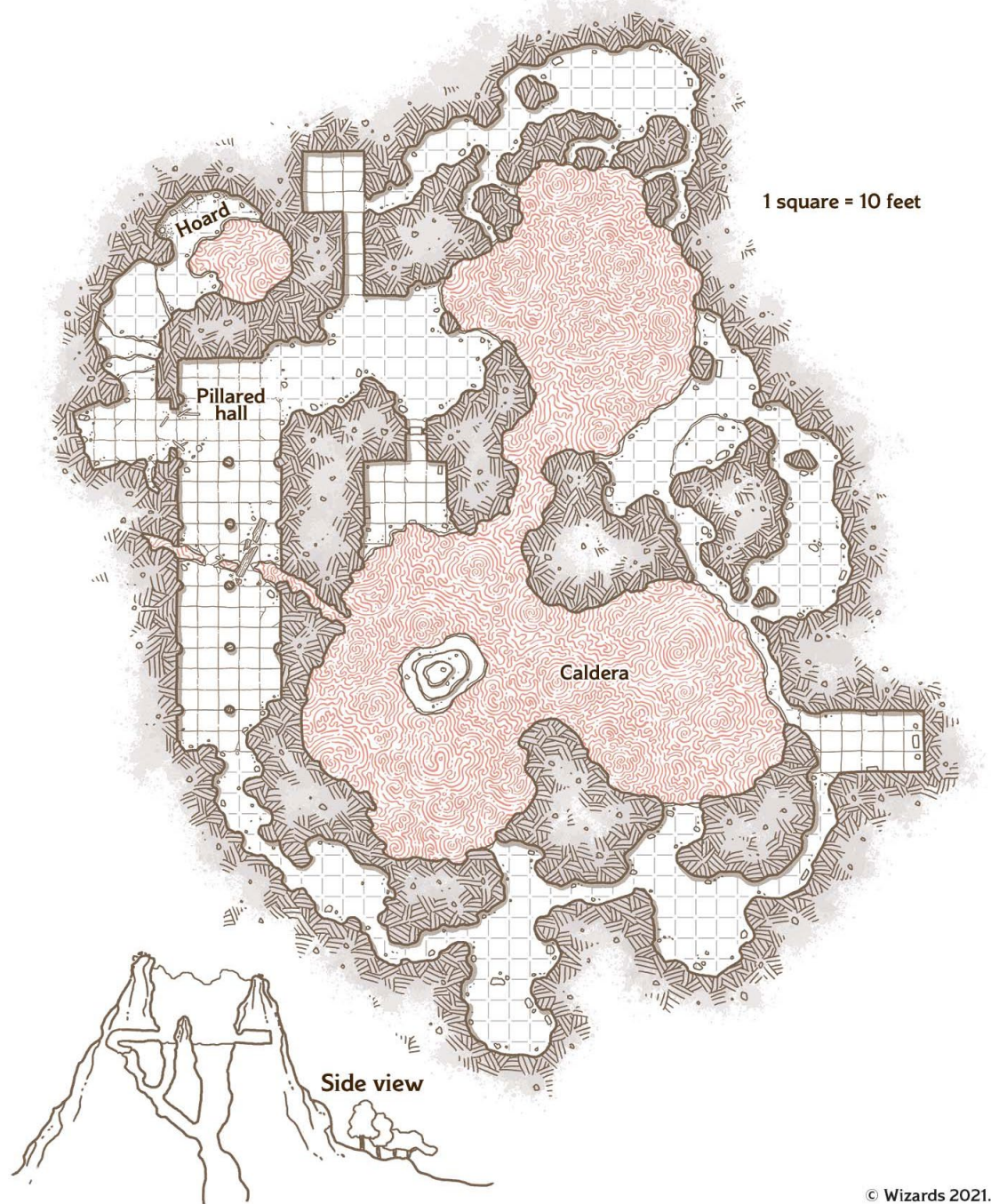
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Red Dragon Lair

Red dragons lair in mountain badlands and high, isolated peaks and hills, preferring warm caverns in the rocky depths beneath those landscapes. Lairs with natural geothermal lava vents are highly sought after, as these features create an environment ideally suited to a red dragon's taste.

The red dragon lair shown in the following map is inside the caldera of an active volcano. Expert azer miners dug out and expanded the lava tunnels within the volcano's peak, just above the level of the caldera's lava pools. Although the azers are long since gone, their construction—and much of their lost wealth—now serves the dragon's needs.



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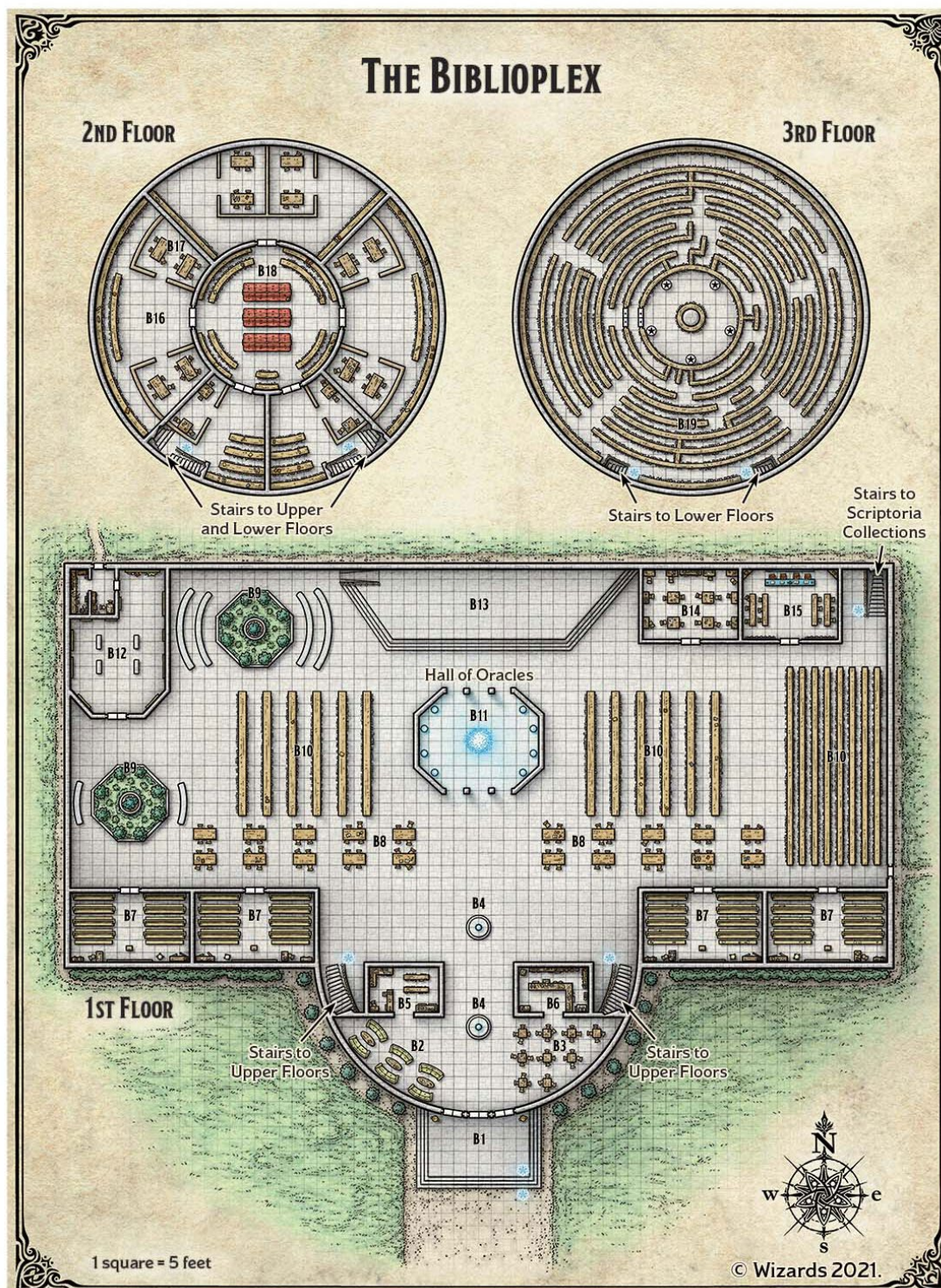
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Fizban's Treasury of Dragons is available now at your **local game store**, bookstores such as **Barnes & Noble**, **Books-a-Million**, or online at retailers like **Amazon**. It's also available as a digital product at **D&D Beyond**, **Fantasy Grounds**, and **Roll20**.

THE BIBLIOPLEX

Since we've been covering Candlekeep in the Forgotten Realms these past few issues, let's consider one further library—this time, from Strixhaven.

The Biblioplex library acts as a hub for learning and gathering. Students of all years can be found here, as can professors from all of the colleges. And be sure to visit the Biblioplex Café (B6) to check out their sandwich of the day!



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***Strixhaven: A Curriculum of Chaos* releases on December 7, 2021.**

Preorder now at your local game store, bookstores such as Barnes & Noble, Books-a-Million, or online at retailers such as Amazon. It's also available as a digital product at D&D Beyond and Roll20.

CARTOGRAPHERS

As always, our appreciation goes out to our amazing cartographers from *Candlekeep Mysteries*, *Fizban's Treasury of Dragons*, and *Strixhaven: A Curriculum of Chaos*. These mapmakers include Stacey Allan, Francesca Baerald, Will Doyle, Dyson Logos, Sean Macdonald, and Mike Schley.



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Unearthed Arcana: Travelers of the Multiverse

Introducing a collection of races to playtest for fifth edition Dungeons & Dragons.

by Christopher Perkins and Jeremy Crawford



Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

TRAVELERS OF THE MULTIVERSE

The latest playtest material for the world’s greatest roleplaying game introduces a collection of new playable races. The options presented as part of *Unearthed Arcana*’s **Travelers of the Multiverse** update include: astral elf (a dweller on the Astral Plane who’s likely thousands of years old); autognome (a mechanical being gifted with free will); giff (a hippo-headed being of impressive size); hadozee (a highly adaptive simian being); plasmoid (an amoeba-like being); and thri-kreen (a six-limbed, telepathic insectoid).

Astral Elf

Long ago, groups of elves ventured from the Feywild to the Astral Plane to be closer to their gods. Life in the Silver Void has imbued their souls with a spark of divine light that manifests as a starry gleam in their eyes.

Because nothing ages in the Astral Plane, astral elves are often thousands of years old. Whether they choose to live in quiet contemplation or strike out to explore the reaches of the multiverse, their longevity gives them an unusual perspective on time.

Astral elves share many traditional elven traits (such as darkvision and keen senses). They also benefit from the “Astral Fire” trait, learning either the *light*, *dancing lights*, or *sacred flame* cantrip. Their “Radiant Soul” trait also allows them to regain hit points when they succeed on a death save, once per long rest.

Astral elves can also draw from shared elven memory using their “Trance Proficiencies” trait. They gain two proficiencies—either with a weapon or a tool of their choice—following a long rest.

Giff



Giff are tall, broad-shouldered beings with hippo-like features. Some have smooth skin, while others have short bristles on their faces and the tops of their heads. Storytelling is a rich tradition among giff, and it's not uncommon to see one of them recounting their past exploits to an enraptured crowd.

As beings of impressive size and unforgettable appearance, giff are noticed wherever they go. Like a hippopotamus in a crystalware shop, they are also naturally adept at damaging things. Once per turn, a giff can reroll a 1 on a damage die for a melee attack and use the new roll.

The giff's "Hippo Build" trait allows them to count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift. It also gives them advantage on Strength-based ability checks and Strength saving throws.

Autognome

Autognomes are mechanical beings, usually constructed with a particular purpose in mind. As they are built by rock gnomes in their image, an autognome often bears a resemblance to its creator.

The internal components used in an autognome's manufacture can vary wildly. One autognome might have an actual beating heart in its chest cavity, while another might be powered by stardust or intricate clockwork gears. Having been "Built for Success," an autognome can add a d4 to one attack roll, ability check, or saving throw they make, using this trait a number of times equal to their proficiency bonus per long rest.

Autognomes are also durable thanks to their "Armored Casing" trait, which gives them a base Armor Class of 13 + their Dexterity modifier. This "Mechanical Nature" gives them resistance to poison damage and immunity to disease, and they have advantage on saving throws against being paralyzed or poisoned. They also don't need to eat, drink, or breathe.

If the mending spell is cast on an autognome, they can expend a Hit Die to regain hit points. However, the "True Life" trait allows spells that normally wouldn't affect Constructs (such as *cure wounds*, *healing word*, and *spare the dying*) to affect them.

Hadozee

Hadozee are people with simian features that long ago adapted to live among the tall trees of their home world. They are natural climbers, with feet as skillful as their hands. They can also use their "Dexterous Feet" trait to Use an Object as a bonus action.

Extending the membranes of skin between their arms and legs also enables hadozee to glide. This allows them to move up to 5 feet horizontally for every 1 foot they descend or to use their reaction to

reduce fall damage to 0.

Thri-kreen



Thri-kreen have insectile features and two pairs of arms. Their slightly smaller secondary arms can't hold a shield but can wield a weapon that has the light property.

A thri-kreen's body is encased in protective chitin, giving them a base Armor Class of 13 + their Dexterity modifier. They can alter the coloration of this carapace to blend in with their natural surroundings, providing advantage on Dexterity (Stealth) checks made to hide in those surroundings.

This race speaks by clacking their mandibles and waving their antennae, which other creatures find difficult to interpret and impossible to duplicate. Instead, thri-kreen rely on a form of

telepathy to fully interact with other races, communicating mentally with any number of willing creatures within 120 feet. A creature doesn't need to share a language with the thri-kreen to engage in these telepathic communications, but it must be able to understand at least one language.

Plasmoid

Plasmoids are amorphous beings with no typical shape. Lacking the usual internal organs, their bodies are composed of cells, fibers, plasma-like ooze, and clusters of nerves called ganglia. These nerves enable a plasmoid to detect light, heat, texture, sound, pain, and vibrations.

Plasmoids can squeeze through a space as narrow as 1 inch wide, provided they're wearing and carrying nothing. They can also stiffen the outer layers of their bodies to maintain a humanlike shape, allowing them to wear clothing and accessories. Their "Shape Self" trait allows them to reshape their bodies with no action required, to give themselves a head and limbs or to revert to a limbless blob.

As a bonus action, a plasmoid can extrude a pseudopod up to 6 inches wide and 10 feet long and use it to manipulate an object, open an unlocked door or container, stow or retrieve an item, or pour out the contents of a container.

Plasmoids also have advantage on ability checks to initiate or escape a grapple, and can hold their breath for 1 hour.

DOWNLOAD THE PDF NOW

To see the full treasure trove of *Unearthed Arcana* articles, covering new classes and feats, conversions of rules from previous editions, and much more, [visit the archive](#).

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UNEARTHED ARCANA 2021

TRAVELERS OF THE MULTIVERSE

By Christopher Perkins and Jeremy Crawford

This playtest document presents a collection of races to playtest for DUNGEONS & DRAGONS:

Astral Elf: An elf denizen of the Astral Plane who is likely thousands of years old

Autognome: A mechanical gnome gifted with free will

Giff: A hippo-headed being of impressive size

Hadozee: A highly adaptive simian being who uses wing-like membranes to glide

Plasmoid: An amoeba-like being

Thri-kreen: A six-limbed, telepathic insectoid

When you're making a character using one of these races, use the rules under "Creating Your Character" below to fill out the details of your character.

THIS IS PLAYTEST MATERIAL

The D&D material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your D&D campaign but not refined by full game design and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on the D&D website soon. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Power Level. The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form.

CREATING YOUR CHARACTER

When you create your D&D character, you decide whether your character is a member of the human race or one of the game's fantastical races, which include the races presented in this article. If you create a character using a race option presented here, follow these additional rules during character creation.

ABILITY SCORE INCREASES

When determining your character's ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The "Quick Build" section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

LANGUAGES

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn't work on a creature that has the Construct type (the autognome, described below, being a noteworthy exception by virtue of its True Life trait).

LIFE SPAN

The typical life span of a player character in the D&D multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. Members of some races, such as dwarves and elves, can live for centuries—a fact noted in the description of the race.

HEIGHT AND WEIGHT

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you'd like to determine your character's height or weight randomly, consult the Random Height and Weight table in the *Player's Handbook*, and choose the row in the table that best represents the build you imagine for your character.

ASTRAL ELF

Long ago, groups of elves ventured from the Feywild to the Astral Plane to be closer to their gods. Life in the Silver Void has imbued their souls with a spark of divine light. That light manifests as a starry gleam in an astral elf's eyes.

Because nothing ages in the Astral Plane, astral elves from that plane are thousands of years old, and their

longevity gives them an unusual perspective on time. Some are prone to melancholy, while others display an absence of feeling. Many look for creative ways to occupy themselves. Whether they choose to live in quiet contemplation or strike out to explore the reaches of the multiverse, they tend to see things through the lens of time as having little or no meaning to them.

Astral elves who don't dwell on the Astral Plane can live to be over 750 years old.

ASTRAL ELF TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Astral Fire. You know one of the following cantrips of your choice: *dancing lights*, *light*, or *sacred flame*. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this race).

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Keen Senses. You have proficiency in the Perception skill.

Radiant Soul. When you succeed on a death save, you can regain a number of hit points equal to your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose when you select this race). You can't use this trait again until you finish a long rest.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

Trance Proficiencies. Whenever you finish a long rest using your Trance trait, you gain two proficiencies, each one with a weapon or a tool of your choice (selected from the "Equipment" chapter of the *Player's Handbook*). You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.

AUTOGNOME

Autognomes are mechanical beings built by rock gnomes in their image, usually with a particular purpose in mind. For example, a gnome might build an autognome to be a steadfast colleague or a loyal companion. Sometimes, because of a malfunction or a unique circumstance, an autognome becomes separated from its creator and strikes out on its own.

An autognome bears a resemblance to its creator, and most autognomes are programmed to speak and understand Gnomish. The internal components used in an autognome's manufacture can vary wildly; one autognome might have an actual beating heart in its chest cavity, while another might be powered by stardust or intricate clockwork gears.

Roll on the Autognome History table or choose an entry to determine what event set your autognome on the path to adventure. If nothing on the table appeals to you, work

with your DM to create an origin story for your autognome.

Like gnomes, autognomes can live for centuries, up to 500 years.

AUTOGNOME HISTORY

d8	Story
1	Your creator gave you autonomy and urged you to follow your dreams.
2	Your creator died, leaving you to fend for yourself.
3	A temporary malfunction caused you to harm your creator, and you fled rather than face reprisal.
4	A glitch caused you to forget your original programming. You don't remember who made you or where you came from.
5	You were stolen from your creator and long to return to them.
6	You didn't like how you were being treated by your creator, so you ran away from home.
7	Your creator built you to complete a special mission.
8	You felt trapped in the role for which you were built and abandoned your creator, determined to find a greater purpose.

AUTOGNOME TRAITS

You have the following racial traits.

Creature Type. You are a Construct.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Armored Casing. You are encased in thin metal or some other durable material. While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.

Built for Success. You can add a d4 to one attack roll, ability check, or saving throw you make, and you can do so after seeing the d20 but before the effects of the roll are resolved. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mechanical Nature. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe.

Sentry's Rest. When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you aren't unconscious.

Specialized Design. You gain two tool proficiencies of your choice.

True Life. If the *mending* spell is cast on you, you can expend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).

In addition, your creator designed you to benefit from common spells that preserve life but that normally don't affect Constructs: *cure wounds*, *healing word*, and *spare the dying*.

GIFF

Giff are tall, broad-shouldered folk with hippo-like features. Some have smooth skin, while others have short bristles on their faces and the tops of their heads. As beings of impressive size and unforgettable appearance, giff are noticed wherever they go.

Storytelling is a rich tradition among giff, and it's not uncommon to see a giff recounting their past exploits to an enraptured crowd. Having a friendly giff nearby when a tavern brawl erupts can also be useful, for a giff can usually more than hold their own when pleasant revelry devolves into fisticuffs.

The giff are split into two camps concerning how their name is pronounced. Half of them say it with a hard g, half with a soft g. Disagreements over the correct pronunciation often blossom into hard feelings, loud arguments, and headbutting contests, but rarely escalate beyond that.

GIFF TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Damage Dealer. Like a hippopotamus in a crystalware shop, you are naturally adept at damaging things. When you roll a 1 on a damage die for a melee attack, you can reroll the die and use the new roll. You can do so no more than once per turn.

Hippo Build. You have advantage on Strength-based ability checks and Strength saving throws. In addition, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

HADOZEE

Hadozees are people with simian features that long ago adapted to live among the tall trees of their home world. They are natural climbers, with feet as dexterous as their hands, even to the extent of having opposable thumbs. Membranes of skin hang loosely from their arms and legs. When stretched taut, these membranes enable a hadozee to glide.

The first hadozees were hunted by large natural predators. To survive in this hostile environment, they developed an instinctual sense of community. Today, that same instinct compels many hadozees to cultivate friendships, knowing there is safety in numbers.

HADOZEE TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

Dexterous Feet. You can take the Use an Object action as a bonus action.

Glide. If you are not incapacitated or wearing heavy armor, you can extend your skin membranes and glide. When you do so, you can perform the following aerial maneuvers:

- When you fall, you can move up to 5 feet horizontally for every 1 foot you descend.
- When you would take damage from a fall, you can use your reaction to reduce the fall's damage to 0.

PLASMOID

Plasmoids are amorphous beings with no typical shape. In the presence of other folk, they often adopt a similar form, but there's little chance of mistaking a plasmoid for anything else. They consume food by osmosis, the way an amoeba does, and excrete waste through tiny pores. They breathe by absorbing oxygen through another set of pores, and their limbs are strong and flexible enough to grasp and manipulate weapons and tools. Although most plasmoids are translucent gray, they can alter their color and translucence by absorbing dyes through their pores.

Plasmoids don't have internal organs of the usual sort. Their bodies are composed of cells, fibers, plasma-like ooze, and clusters of nerves called ganglia. These nerves enable a plasmoid to detect light, heat, texture, sound, pain, and vibrations. Plasmoids can stiffen the outer layers of their bodies to maintain a humanlike shape, so they can wear clothing and accessories. They speak by forcing air out of tubular cavities that constrict to produce sound.

When plasmoids sleep, they lose their rigidity and spread out and are sometimes mistaken for a rock or some other feature of the environment.

PLASMOID TRAITS

You have the following racial traits.

Creature Type. You are an Ooze.

Size. You are Medium or Small. You choose the size when you gain this race.

Speed. Your walking speed is 30 feet.

Amorphous. You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You also have advantage on ability checks you make to initiate or escape a grapple.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Hold Breath. You can hold your breath for 1 hour.

Natural Resilience. You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned.

Shape Self. If you are not incapacitated, you can reshape your body to give yourself a head, one or two arms, one or two legs, and makeshift hands and feet, or you can revert to a limbless blob (no action required).

As a bonus action, you can extrude a pseudopod that is up to 6 inches wide and 10 feet long or reabsorb it into your body. You can use this pseudopod to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour out the contents of a container. The pseudopod can't attack, activate magic items, or carry more than 10 pounds.

THRI-KREEN

Thri-kreen have insectile features and two pairs of arms. Their bodies are encased in protective chitin. They can alter the coloration of this carapace to blend in with their natural surroundings.

Although thri-kreen don't sleep, they do require periods of inactivity to revitalize themselves. During these periods,

they are fully conscious and aware of what's happening around them.

Thri-kreen speak by clacking their mandibles and waving their antennae, indicating to other thri-kreen what they are thinking and feeling. Other creatures find this method of communication difficult to interpret and impossible to duplicate. To interact with other folk, thri-kreen rely on a form of telepathy.

THRI-KREEN TRAITS

You have the following racial traits.

Creature Type. You are a Monstrosity.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Chameleon Carapace. While you aren't wearing armor, your carapace gives you a base Armor Class of 13 + your Dexterity modifier.

As an action, you can change the color of your carapace to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in those surroundings.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Secondary Arms. You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms function like your primary arms, with the following exceptions:

- You can use a secondary arm to wield a weapon that has the light property, but you can't use a secondary arm to wield other kinds of weapons.
- You can't wield a shield with a secondary arm.

Sleepless Revitalization. You do not require sleep and can choose to remain conscious during a long rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

Thri-kreen Telepathy. You have the magical ability to communicate mentally with any number of willing creatures you can see within 120 feet of you. A contacted creature doesn't need to share a language with you, but it must be able to understand at least one language. Your telepathic link to a creature is broken if you and the creature move more than 120 feet apart, if either of you is incapacitated, or if either of you mentally breaks the contact (no action required).



James Wyatt

The Senior Game Designer of Fizban's Treasury of Dragons offers his tips for landing that dream job in the TTRPG industry.

The D&D Team relishes the opportunity to work on the world's greatest roleplaying game. And we're also aware there are a fair number of folks interested in learning more about entering the gaming industry professionally.

With that in mind, each issue we'll chat with D&D staff from a

diverse set of roles to find out how they came to be valued members of our party, while learning what advice they have for someone who might be looking to follow a similar path. Senior Game Designer James Wyatt follows **Chris Tulach, Brandy Camel, Dan Tovar, Brian Perry, Shawn Wood,** and **Amanda Hamon** into our *zone of truth*.



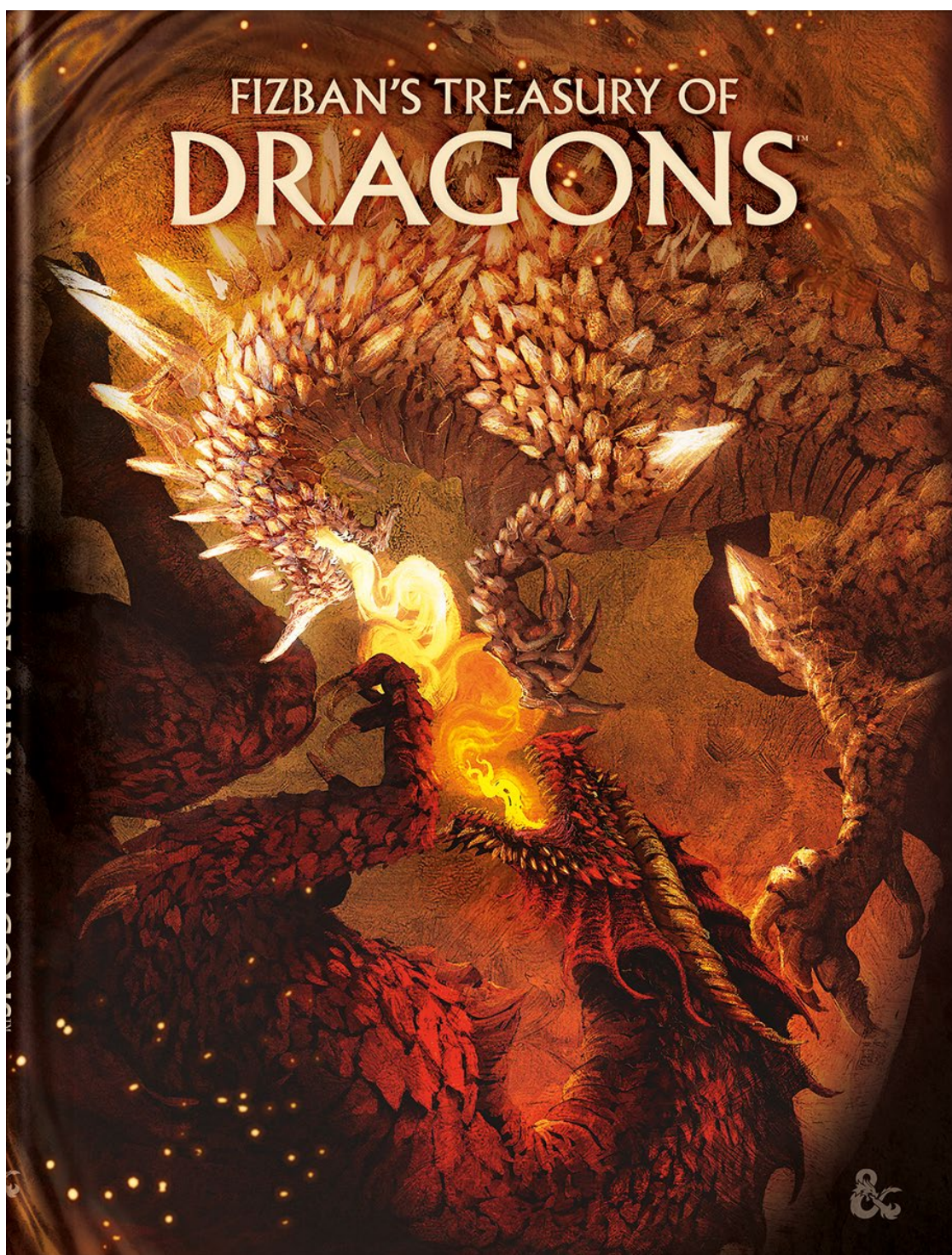
James Wyatt

Where in Faerûn or the wider multiverse do you hail from?

I was born in Ann Arbor, Michigan, and lived there for eleven months before my family moved to Ithaca, New York, which is where I grew up. My father was a professor at Cornell University. I lived in Ithaca, I went to college in Oberlin, Ohio, and attended graduate school in New York City, which is where I met my wife. We then began a long, gradual westward migration, before making a big jump to Berkeley, California, where my wife was doing graduate work. We eventually moved to the Seattle area and now live in Kent, Washington, on a tiny lake surrounded by trees.

When did you first play D&D?

In 1979. My friend Evan and I bought this together [holds up one of the books from the first edition *Basic Set*] and figured out how to play it. It was the summer before I turned 11. We played a lot and I've been playing ever since.



(select to view)

What's your favorite thing about D&D?

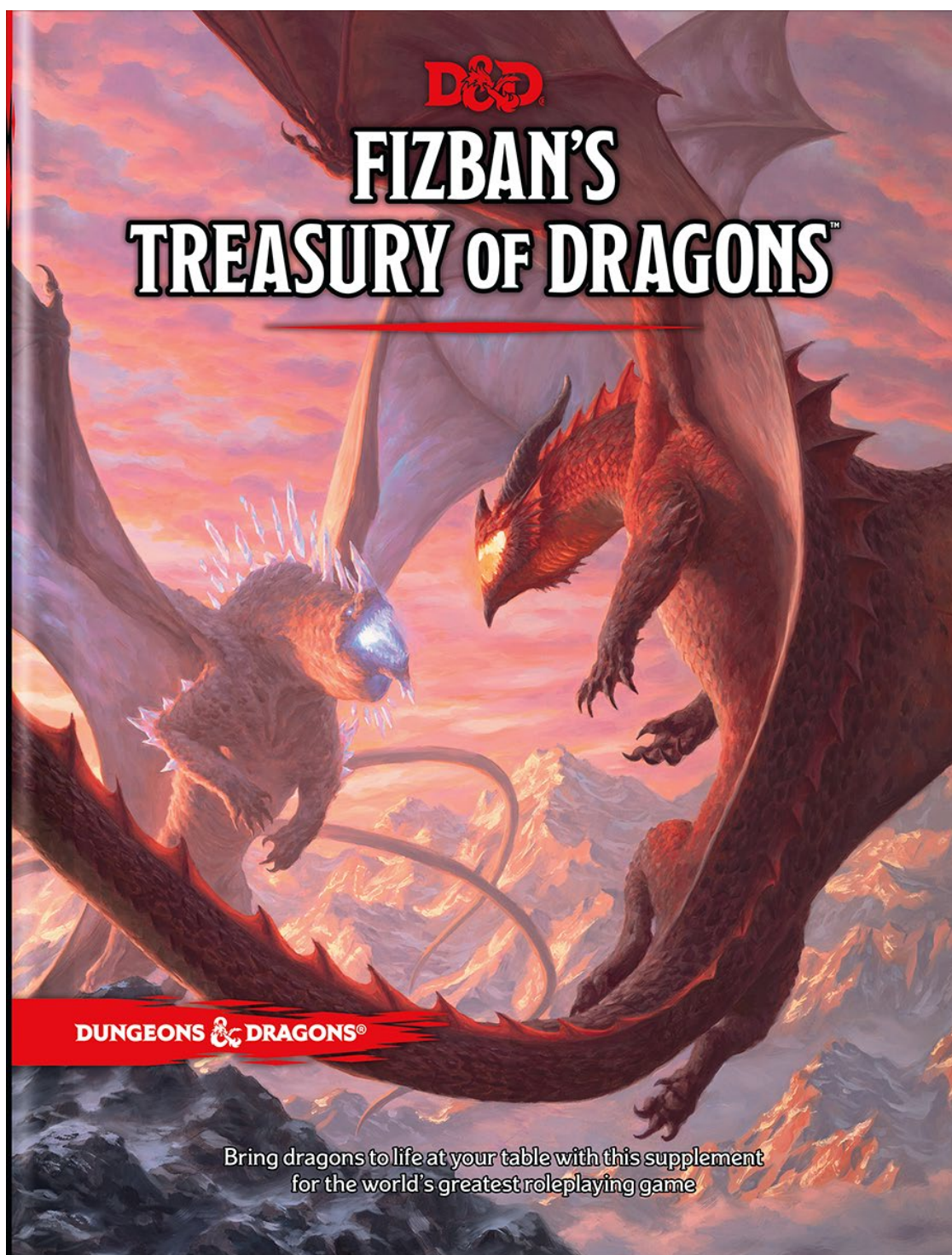
Dragons. Working on *Fizban's Treasury of Dragons* really clarified that. Dragons resonate at a mythic level with me and the sight of a dragon announces that this is the kind of fantasy I'm interested in. They're the embodiment of so much evil and villainy, and also so much nobility and wisdom. They are utterly steeped in magic. Slaying a dragon is still often seen as the most heroic thing a character can possibly do.

What's your character class?

My official job title is Senior Game Designer, which means that I've been here a very long time. The senior design staff are the ones who lead books through the process from start to finish. We take a project from the original outline of its goals and big ideas to making the final corrections on the printer proofs. That involves shepherding all the writers and editors, building out assignments for them to work on, asking for revisions, and cleaning things up. We fit it all together by stitching it neatly into a coherent whole, aligning it with the overall vision. Then we begin the layout process. That involves writing art orders, and working with the art director to approve sketches and finals as they come in.

What character background led to you getting the job?

I was hired as an Associate Game Designer. There's a pretty clear straight line from where I started to where I am now, although there have been some detours along the way. We used to make a distinction between story design and mechanical design, and I was the lead story designer for a while. I've been creative manager, and design manager, before moving over to manage our team of editors on D&D fiction novels. I then took a larger detour to work on the *Magic: The Gathering* world-building team for six and a half years. I wrote web fiction, art books, world guides, and flavor text for *Magic* cards. And then I came back to D&D and wrote *Fizban's Treasury of Dragons*.



(select to view)

What made you want to join this party?

In a past life, in the mid-'90s, I was a United Methodist minister, serving two small churches. Ministry work can be very draining and I found that writing D&D content helped restore my energy. That's when I first tried to write for publication.

How did you break into the tabletop RPG industry?

My first work was published in *Dragon* magazine within six months

of leaving the ministry. I was writing for *Dragon* and *Dungeon* magazines for around four years before a job opening came up on the D&D design team. I applied for it and got it. And here I am.

Is multiclassing required?

Between the ministry and coming to work at Wizards, I spent a couple of years working on documentation for medical records software. When I interviewed for the D&D job, they asked me what was the longest thing I'd ever written. My answer was a 900-page user manual—I don't think anybody had ever said that before. Writing for D&D is a weird hybrid of creative and technical writing, and being able to write clear rules is pretty darn important. In addition to writing in my academic life, and writing weekly sermons in the parish, I had that very solid experience with technical writing. But tasks such as writing art orders and working on page layouts in InDesign are all skills I have picked up along the way.



Any surprise rounds?

Nothing surprises me anymore! That's not true, but it's maybe more a delight than a surprise. At some point in every project, there's a meeting where the graphic designer presents what the page layout is going to look like. And every time I'm blown away. It's delightful to have them show off what they came up with and ask me what I think. I'll very professionally say, "Well, I like option one a lot." But, underneath, it's slack-jawed amazement.

How can people interested in this kind of role level up?

That's a hard question because the path has changed a lot since I started down it. For a long time, I was the poster child for how to get a job working on D&D. Do what James did! But that path doesn't really exist anymore. I landed my job by building up a professional reputation working with the editors of *Dungeon* and *Dragon* magazines. I worked with Dave Gross and Chris Perkins a lot in those early days and they could vouch for me.

Nowadays, the opportunities are different, but there are options in terms of self-publishing. As a platform, the DMs Guild produces similar work to the kind I was writing for *Dragon* and *Dungeon* in those early years. Producing good work there can be the foot in the door you need when a job comes open.

Another thing that remains true from my path into the industry is that an education is important. The value of a liberal arts education is that you learn how to think critically. Learning how to write is also a big part of that, as writing academic papers is a useful way to learn how to formulate ideas, as well as how to present them coherently and intelligently.



(select to view)

What do you like best about this party role?

All the time I was writing and editing *Fizban's*, I was working from home and I'd say to my family, "Okay, I'm off to work. Got to go write about dragons." It's a tough job, but somebody's got to do. At a fundamental level, it's a chance to let all the creative stuff in my brain spill out. And now I've got people on Twitter starting petitions to have me write books of dragon poetry. This is a strange life.

We wondered if people would pick up on the poetry introduction

and decide it was their favorite thing in *Fizban's*?

At least one person has.

Which of your footprints would be visible even under the influence of *pass without trace*?

Fizban's Treasury of Dragons is quintessentially me. There's a lot of me in that book, particularly in chapter three. The book as a whole is like a toy box full of ideas that's asking you questions rather than telling you what the answer is. It suggests a range of possibilities in the hope that they inspire you. I like to think that is a key component of how I approach D&D design work. My role is to make your job as a player or a DM easier, more fun, and more interesting.



(select to view)

Which figure gives you inspiration?

There have been so many. My first ever D&D project was *Monstrous Compendium: Monsters of Faerûn*. I started working on that before the third edition *Monster Manual* was finished, so I spent a lot of time bugging its lead designer, Skip Williams. I got a lot of tips and insight from him. He's one of the people that I think of as an early mentor in my career. I also learned a lot from Bill Slavicsek, who was the head of our department for many, many years. I first worked really closely with him on the Eberron campaign setting for third

edition.

What are your downtime activities?

I remain really active in church. I've been leading morning prayer on Facebook Live every day for the last year and a half to keep that going during the pandemic. And I'm working on my novel again. I've previously written five D&D novels, but I've been tinkering around with a Regency-era fantasy for a number of years. I stalled in the middle of the second draft about a year or so ago, but I'm back on it now and it's fun.

What's your coolest artifact?

My desk is actually quite sparse because it's very small. I've got a set of dice from the *D&D Starter Set*, my *Episcopal Book of Common Prayer*, and my candle for morning prayer. I've also got Beadle & Grimm's Eberron box, and I've been using its lid as a tray to hold miniatures for a one-shot I was running. Probably the coolest thing is the printed galleys for *Fizban's Treasury of Dragons*, for the third round of proofs.

Who rolls best for Performance?

My daughter got me into *Critical Role* and we watched that faithfully for a while. I also used to listen to podcasts when I was driving into work, but I haven't had to make that journey in a while. I was a fan of NPR podcasts such as *Hidden Brain*.



Have you ever become stunned during a TTRPG?

I was running *The Wild Beyond the Witchlight* for my family. The characters got to the bullywug town in Hither and were crossing the stepping stones. My wife's character stepped on the center stepping stone, which yelled at her for not being more courteous and suggested that she apologize, which she did. I asked her to make a Persuasion check and she tanked it. The stepping stone suggested she try again, once more with feeling, and sing it out this time. She didn't miss a beat. She started singing her apology and the other characters joined in as her backing band. It was totally off the cuff and I was broken.

Fizban's Treasury of Dragons is available now at your **local game store**, bookstores such as **Barnes & Noble**, **Books-a-Million**, or online at retailers like **Amazon**. It's also available as a digital product at **D&D Beyond**, **Fantasy Grounds**, and **Roll20**. You can hear more from James Wyatt and connect with him on **Twitter**.

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Next Issue

2022 is coming, and it has cool stuff!



The holidays may be behind us but there are still plenty of gifts to unwrap in our next exciting edition of *Dragon+*.



We'll start the year by looking at some of 2022's most collectable figures, including a beholder figurine with a glowing eye, a gelatinous cube statue with the appendages of its latest victim sticking out, and an incredible Tiamat battle scene featuring the characters from the D&D animated series!

Elsewhere, we'll be digging into the *D&D Rules Expansion Gift Set* to talk about its collection of three essential Dungeons & Dragons books: *Volo's Guide to Monsters*, *Tasha's Cauldron of Everything*, and, of course, *Mordenkainen Presents: Monsters of the Multiverse*.

We'll also be going behind the mask as we showcase all-new headgear from Trick or Treat Studios. The first releases in its line feature the beholder, the mind flayer, and Drizzt—with more additions coming later in the year.

And having spoken with Matthew



Mercer this issue about the much-anticipated *Critical Role* sourcebook, *Call of the Netherdeep*, we'll look at concept art for some of the incredible creatures your characters will encounter when they venture to such watery depths.

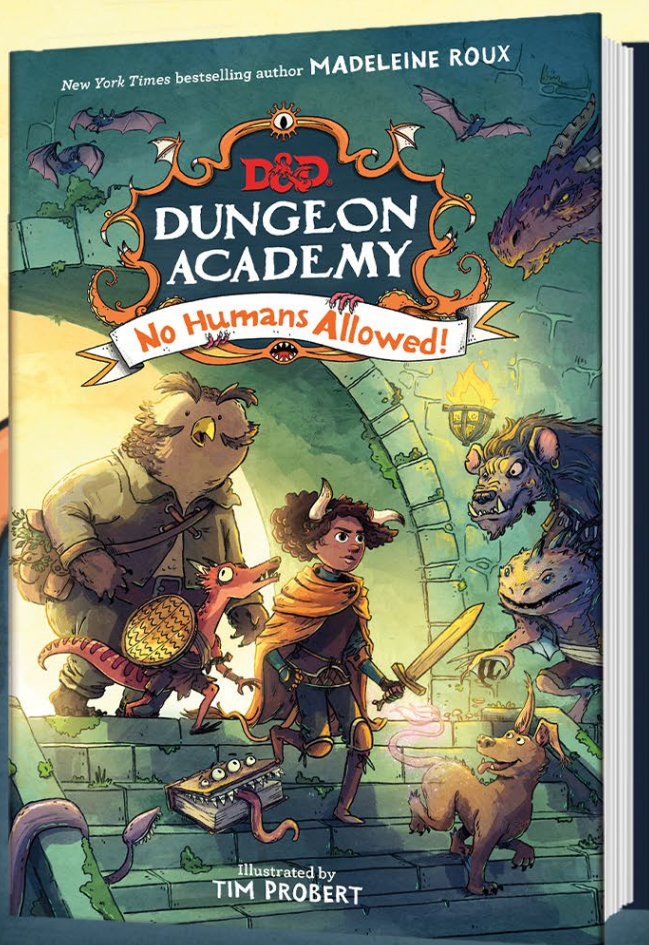
Issue #41 also includes another delve into the imposing *Dragon* archive, all the recent streaming highlights, more free, downloadable locations (and art!) in our *Maps of the Month* column, and much, *much* more!

(Contents subject to change)

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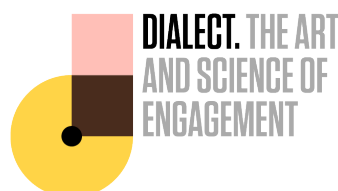
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